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SUPER MARIO 64
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STAR FOX 64
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FOX HUNT
HI OCTANE
PILOTWINGS 64
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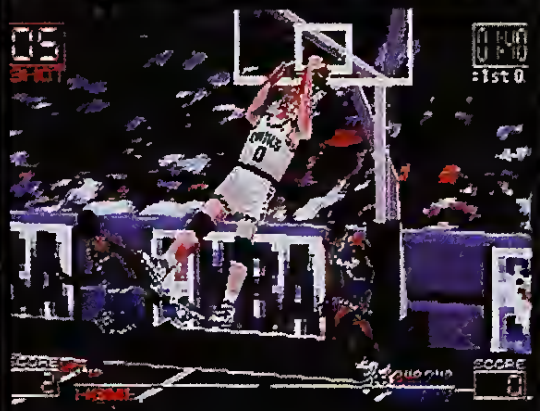

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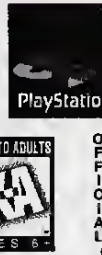

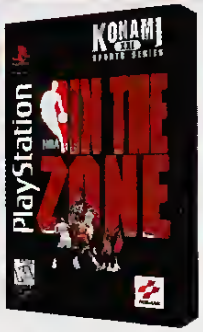

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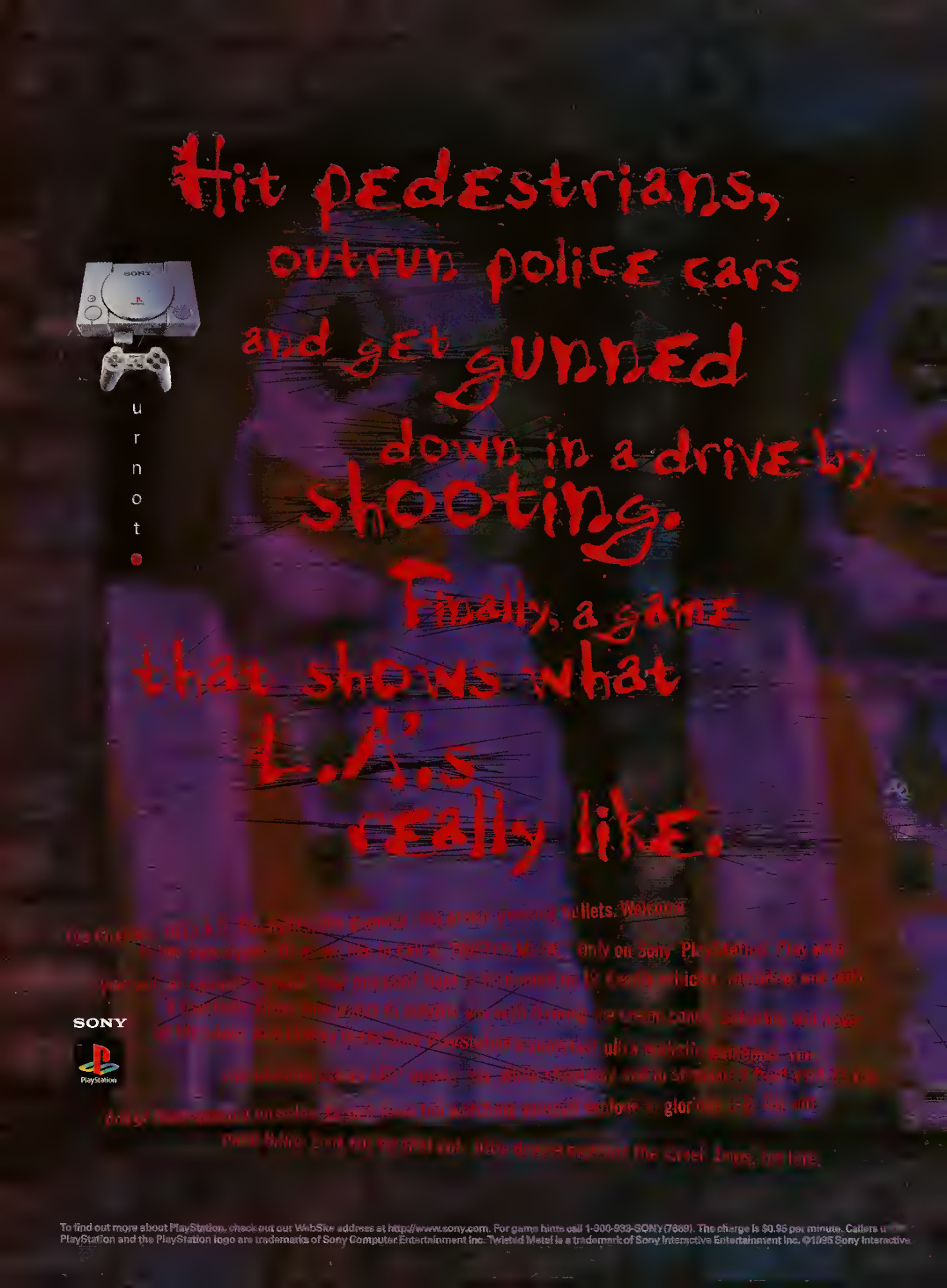
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DEPARTMENTS

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88 **RPG ATTACK**
Sa much infa, we had ta increase the size! Our awn medieval spelunker, Wat, shaws us the best dungeans ta delve ond mansters ta kill in his travelogue af RPG actian.

26 TIPS & TRICKS

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38 SOUNDBOARD

Expanded to an immense four pages so we can answer more questions! Wow.
Mailman Gabe sorts thraugh all of this manth's mast aff-the-wall reader letters. Read letters fram the biggest gomers, ta the mast twisted claset cases. Pick the brains of America's yauth ond find aut what inhobits them.

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Criswell predicts that these games are coming soon!

Take a time machine inta the future af gaming

Warriars af Fate, Zera Divide, Primal Rage, Rise af the Rabats 2 and many, many mare! PLAYSTATION

Fax Hunt SATURN

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POWER REVIEWS 80

What's hot, what's not, and some stuff we're not sure should even exist.

This manth we affer a treasure trove af tasty titles. Get the scaap an such games as *High Octane, Dirt Trax FX, X-Cam UFO Defense, Cutthraat Island, Salar Eclipse, Cyberia* and PlayStatian *Raad Rash*. Alsa, check aut aur Game af the Manth, *Virtua Fighter 2*—it racks!

SPORTSWIRE 93

Get a box seat, order some peanuts and check out the world of sports gaming.

Can it be true: a better saccer game than *FIFA*? It is, and I'll tell yau all abaut it. Alsa, as if in answer to Geaff's prayers, an ald-schaal wrestling game that has it all. All this and mare fram the industry's mast hard-care armchair quarterback

SHOSHINKAI SHOCKS!

Nintendo's 64-bit console amazes some, upsets others and surprises all.

After two years of promises and missed windows of opportunity, Nintendo finally sucked in its gut and showed everyone the finished Ultra 64. Well, the hardware was finished, at least. The software that Nintendo decided to show most definitely was not.

Of course Nintendo was very careful to explain that the software was incomplete because they were spending so much time getting it "just right". If the *Mario* game we played was anything to go by, then they were most definitely telling the truth. The Ultra 64 rocks. Most of the gaming press who descended on the Shoshinkai software exhibition in Japan (with the sole intention of checking out the Ultra 64) were a bit disappointed. Perhaps they expected some kind of miracle. What they in fact saw was a games machine that far exceeds even the PlayStation in terms of its ability to generate convincing 3-D. *The Super Mario 64* game pictured here offers a fine example. Smooth as liquid and supremely playable.

What came as a big surprise though, was that

Nintendo didn't show the games we've all been waiting for. The new *Killer Instinct* game, the Ultra 64 version of *Doom* and Williams' *Cruis'n USA*.

Although no official reason was given for this no-show, we suspect it was because they were either in a poor state of completion, or that Nintendo wanted to concentrate its efforts on showing "original" products. Either way, the selection of games on show, while impressive, lacked the big names we were looking for.

It gets better though. Nintendo (again) confirmed a new launch date. While lucky Japanese players can explore a 64-bit *Mario World* in April 1996, U.S. Nintendo fans will have to wait until September. Nintendo has a great machine and a fantastic selection of new games, but they'd better get moving if they want to slow the momentum both PlayStation and Saturn are building.

Now what we really want to know is what you guys think of all these delays. So why not get a pen and a piece of paper, jot down your thoughts and tell us what you think? And turn to page 40 for more Ultra Fun.

INPUT

BIG BUSINESS BURN

What's going to happen to 3DO without M2?

Well, as a matter of fact, this couldn't be better news for 3DO owners. Things have been in a slight state of flux for a few months, ever since the 3DO company sold its M2 technology to Japanese electronics behemoth, Matsushita. In case you didn't know, Matsushita is the company that owns among other things, Panasonic and National. As a matter of fact, Matsushita is the single largest manufacturer of electrical goods in the world.

Matsushita paid $100 million dollars for the M2 system designed by 3DO, and it now owns the technology outright. There has been some concern among 3DO owners that this new owner might leave them high and dry, but that's far from the truth. The M2 technology is theoretically superior to even Nintendo's Ultra 64. Matsushita wants to make sure that technology is made available to existing 3DO owners. They want to have as many M2 users as possible, and since this was originally designed as an add-on, it still makes sense to put effort into the 3DO. If anything, Matsushita's wealth and power should help ensure the success of the 3DO platform for years to come.

"What's going on with M2, and when will it surface as a 3DO add-on?"

Matsushita may also license the technology out to its "friends" such as Samsung and Goldstar, but its plans for a stand-alone machine suggest that the company may be more interested in competing directly with Sony, Sega and Nintendo than trying to create some kind of new VHS-style standard.

Dates and details are still scarce, but it looks like 1996 may well be the year of the 3DO and, more specifically, the M2. If the demos we've seen are anything to go by, then Nintendo is going to have to work hard to match the technical quality of the M2.

Next month we'll take a look at the first batch of games, and hell, we're excited.

—Frank O'Connor
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STELLAR GAMES

VideoGames Elects the Best Titles of 1995

1996 is upon us. 1995 has come and gone, and what have you got to show for it? The thinning tread on your Nikes. The frustration of days gone by and not quite remembered—you can't recall exactly what you were doing on the evening of March 5 (but, because it was a Sunday, you were more than likely watching *The Simpsons*). The scar on your forehead from the burn you incurred on your birthday (you stuck your face too close to the candles). But it hasn't been all bad, has it? Blue m&m's. The Virtual Boy. The Braves winning the World Series. The KRS-One comeback. And now that a new year has reared its head, you can hope for that new pair of Nikes, for yet another season of *The Simpsons*, and another birthday cake (sans candles—you're not too good with them).

What's more, 1996 should deliver 3DO's M2 Accelerator and Nintendo's long-awaited Ultra 64, as well as a plethora of new games for already-existing systems. You're probably looking forward to games like Sega's *Wing Arms* or Electronic Arts' *Shredfest*, eh? Both are due to be released within the next couple of months. Or what about *Virtuo Cop 2* for the arcade? The anticipation is nearly unbearable.

Anyway, back to 1995. It proved a seminal year for video games. We've witnessed the emergence of what's been coined the "next generation" of video game systems, namely the Sega Saturn and Sony PlayStation. We've played games like *Virtuo Fighter*, *Virtuo Fighter 2* and *Clockwork Knight* for the Sega Saturn, and games like *Ridge Racer*, *Tekken*, and *Battle Arena Toshinden* for Sony's PlayStation. Our 16-bit world has suddenly doubled, allowing for better character animation, better polygon-handling, more convincing 3-D environments...plenty of provisions for you and your kicks. A virtual onslaught of technological advances that's left you feeling rendered, modeled, and texture-mapped.

In the midst of it all, 16-bit gaming has been far from forgotten—*Earthworm Jim 2*, *Donkey Kong Country 2*, *Super Mario World 2: Yoshi's Island*, *Vectorman*. And in this retrospective sort of mood, the VIDEOGAMES staff has compiled a list of 1995's best games in the following categories. These are the games that have advanced expectations, set standards, and tooted our horns.

BEST GAME OF 1995
Tekken (Namco)

also:
Ridge Racer (Namco)
Battle Arena Toshinden (Sony)
Virtua Cop (Sega)
Virtua Fighter 2 (Sega)

BEST SPORTS GAME
NFL Game Day for PlayStation(Sony)

also:
NBA Live '95 for Genesis (Electronic Arts)
NHL Open Ice for arcade (Midway)
World Series Baseball for Sega Saturn (Sega)

BEST ACTION GAME
Jumping Flash for PlayStation (Sony)

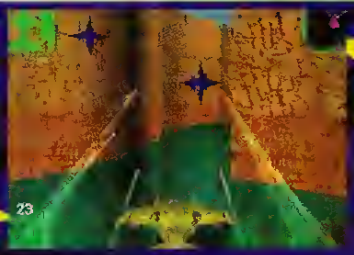
also:
Clockwork Knight for Sega Saturn(Sega)
Twisted Metal for PlayStation (Sony)

BEST FIGHTING GAME
Tekken for PlayStation (Namco)

also:
Virtua Fighter 2 for Sega Saturn(Sega)
Battle Arena Toshinden for PlayStation (Sony)
WWF WrestleMania for PlayStation (Acclaim)

BEST SHOOTER
Warhawk for PlayStation (Sony)

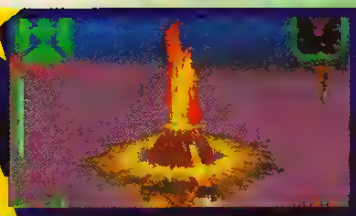
also:
Virtua Cop for Sega Saturn(Sega)
Loaded for PlayStation (Interplay)



BEST ROLE-PLAYING GAME
Secret of Evermore for Super NES (Square Soft)

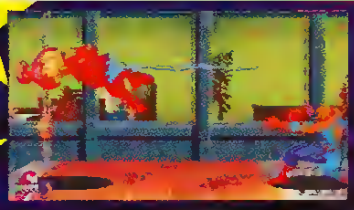
also:
Beyond Oasis for Genesis (Sega)
Ogre Battle for Super NES (Enix)
Chrono Trigger for Super NES (Square Soft)

BEST GRAPHICS
Warhawk for PlayStation (Sony)
also:
Virtua Fighter 2 for Sega Saturn (Sega)
Super Mario World 2: Yoshi's Island for Super NES (Nintendo)



BEST MUSIC
Warhawk for PlayStation (Sony)
also:
Wipeout (UK) for PlayStation (Psygnosis)

BEST ARCADE GAME
Marvel Superheroes (Capcom)
also:
Cyber Cycles (Namco)
Rave Racer (Namco)
Virtua Striker (Sega)

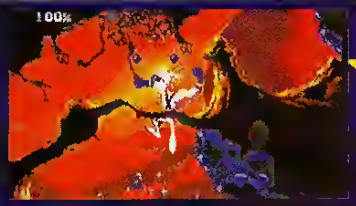


BEST PLAYSTATION GAME
Tekken (Namco)
also:
Ridge Racer (Namco)
Twisted Metal (Sony)
Warhawk (Sony)

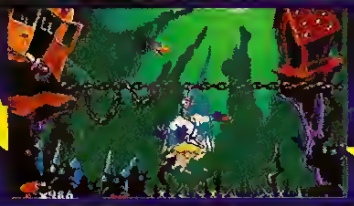
BEST SATURN GAME
Virtua Cop (Sega)
also:
Virtua Fighter 2 (Sega)
Sega Rally (Sega)

BEST SUPER NES GAME
Super Mario World 2: Yoshi's Island (Nintendo)
also:
Donkey Kong Country 2 (Nintendo)
NBA Give 'N Go (Konami)

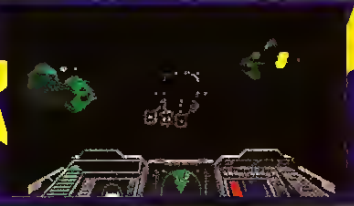
BEST GENESIS GAME
Earthworm Jim 2 (Interplay)
also:
Toy Story (Disney Interactive)
MK3 (for the Nomad) (Williams)



BEST SEGA CD GAME
Earthworm Jim Special Edition (Interplay)
also:
Batman & Robin (Sega)
Keio Flying Squadron (JVC)



BEST 32X GAME
Shadow Squadron (Sega)
also:
Virtua Fighter (Sega)
Kalibri (Sega)



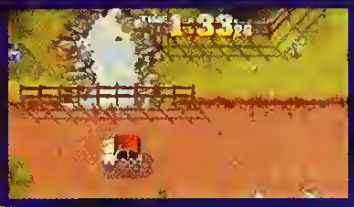
THE PORTABLES

BEST GAME GEAR GAME
MegaMan (U.S. Gold)
also:
Sonic Drift 2 (Sega)

BEST GAME BOY GAME
Donkey Kong Land (Nintendo)
Kirby's Dream Land (Nintendo)
Galaga (TK)

BEST VIRTUAL BOY GAME
Mario Clash (Nintendo)
also:
Dream Tennis (Nintendo)
Red Alarm (Nintendo)

BEST JAGUAR/CD GAME
Power Drive Rally (Time Warner Interactive)
also:
Cannon Fodder (Atari)
Highlander (Atari)



BEST 3DO GAME
Bust-A-Move (Taito)
also:
Alone in the Dark 2 (Interplay)
BladeForce (TK)
Return Fire (TK)

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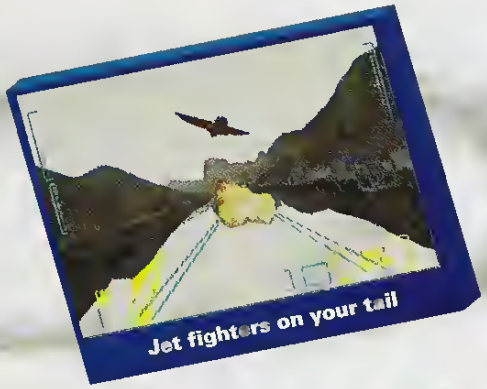
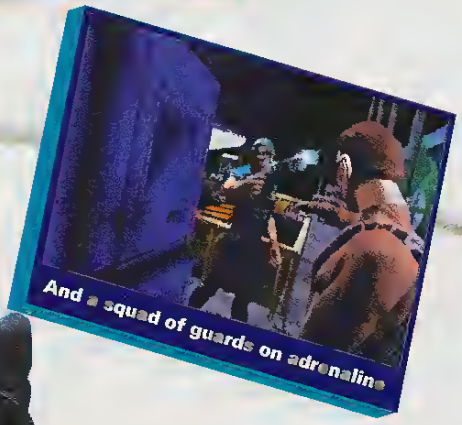

Jet fighters on your tail

Anti-aircraft fire

A fleet of armored tanks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STREET FIGHTER II: THE ANIMATED MOVIE

The Action Comes Home Courtesy of Sony and Manga Entertainment

The Japanese *Street Fighter* movie does what every *SF* fan thinks it does to the American live-action adaptation: It blows it away. Yeah, sure, kids were thrilled when they saw their favorite characters come to full, breathing life in 1994, but let's face it, the movie just doesn't hold up. It's corny, corny, corny. If Steven DeSouza wanted to make a great *Street Fighter* movie, he should have looked to this Japanese animated version because it's all there. fighting, blood, romance, betrayal, honor, and oh, did I mention there was fighting?

The story begins on a windswept plain. Rain and lighting pepper the countryside. Grunts of exertion are heard, then we see who's making the sounds: Sagat and Ryu, locked in a vicious, bone-breaking battle. The two battle wordlessly for what seems like hours, and then Ryu handily dispatches Sagat with his Dragon Punch. And the plot hasn't even kicked in yet! Cool! As the film moves along, we are introduced to the rest of the *Street Fighter* crew, including Fei Long, who was notoriously absent from the American film.

Bison, the evil ruler of the Shadowlaw crime cartel, is combing the world, looking for the most powerful fighter in existence to add to the ranks of his criminal cabal. His attention focuses on Ken Masters, longtime friend of world-wandering Ryu. As Bison tries to manipulate Ken, Chun Li and Guile are roaming the country, warning other fighters of Bison's evil attention, and, in one of the films best and most dramatic sequences, fighting off his henchmen. Seriously, you must see Chun Li's knock-down brawl with Vega: it's totally incredible! In addition to all this skull-crushing action, there's Ryu, wandering the world, meeting other World Warriors (including the aforementioned Fei Long, E. Honda, and Dhalsim) slowly becoming aware that he's the focal point in a deadly plot coming straight out of Shadowlaw...

Sound good? It is. And while you're at it, check out other products released by Manga Entertainment, including their awesome *Giant Robot* releases, the *Macross Plus* series, *Devilman*, and *Ninja Scroll*.

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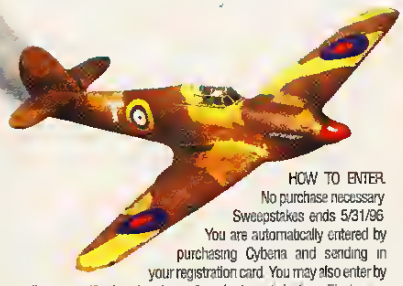

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Interplay™

BY GAMERS FOR GAMERS.™

ULTRA KILLER INSTINCT

Rumors abound as Nintendo fails to show "Killer" app - but chairman spills beans

VIDEOGAMES magazine was lucky enough to catch up recently with Nintendo USA chairman Howard Lincoln at the Shoshinkai show in Tokyo. This gave us the chance to ask a few probing questions about the Ultra 64, but what Mr. Lincoln told us was a little more interesting than we might have expected.

Mr. Lincoln was at great pains to explain exactly what Nintendo's strategy was regarding its games release policy, especially after the confusion surrounding the distinct lack

of big action titles on Ultra 64. Mr. Lincoln explained that neither *Killer Instinct* nor *Cruis'n USA* would be shown to the trade until perhaps E³ in Los Angeles. Mr. Lincoln also finally put a name to the new *Killer Instinct* game when he referred to it as "*Ultra Killer Instinct*".

When asked if it would improve upon the original version, he simply stated that, "*Cruis'n USA* will be as good as, in fact better than, the original game, and *Ultra Killer Instinct* will be quite different to the game you already know". However, Mr. Lincoln refused to confirm or deny that the new game would be a three-dimensional beat-'em-up in the mold of *Virtua Fighter* or *Tekken*. He did suggest, however, that *Ultra Killer Instinct* would be a logical pack-in for the US release of the machine.

Ultra Killer Instinct looks like being the title to watch, possibly even more so than *Super Mario 64*, but this begs the question: Why, when Nintendo repeatedly promised that *Killer Instinct* would only ever appear on the Ultra 64, did they then bring the game out on both Super NES and Game Boy? OK, so Nintendo is allowed to change its mind, but here's an interesting thought: if Rare can do a 2-D sprite-based game on a 16-bit machine, then surely it must be obliged to try something a bit more complicated on a 64-bit machine, if not merely for creative reasons, then surely simply to save face?

Good, all this intrigue and suspense is good for games. It means everybody has to try a little harder and keep a closer eye on the competition. And as long as there is competition, there'll be cool games.

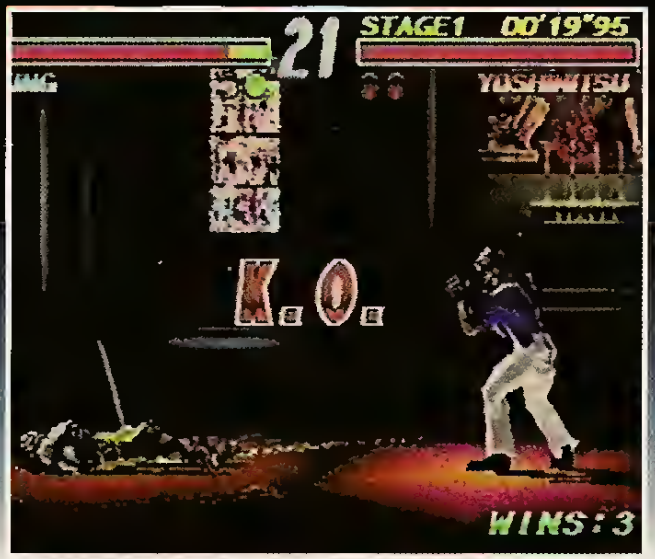
PRESS START

3-D OR NOT TO BE?

The big question on everyone's lips at Shoshinkai was whether or not Nintendo planned to release *Ultra Killer Instinct* as a 3-D fighting game, rather than a conventional 2-D sprite-based game.

Since Nintendo is keen to promote the 3-D virtues of its machine, it would seem prudent to release a *Tekken*-beater rather than a souped-up version of *Street Fighter*, which, while cool enough, is exactly what *Killer Instinct* is. Nintendo must surely feel obliged to put that 64-bit chip through its paces rather than repeating a game style that has been around since Data East released *Korate Chomp* back in Nineteen Oatcake.

Although nobody at either Rare or Nintendo would officially admit anything, the resounding silence is as good an admission as any. Go on, admit it. We dare you.



When I find F.U.B. my balloon will be red, he will go splatt!, and I'll carve him up into bite-sized chunks so I can feed him to my fuzzy bear Percy.

15 Enormous Levels To Explore

3D Morphing Terrain

"Possibly the bloodiest title of the year." — Game Players

fwank

What Good Is A Sony® Playstation™ If It Isn't

LOADED

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WEAPON OF CHOICE: Neutron Spheres
SUPER WEAPON: Homing Teddies

KILLER TIP: not a speed demon—go in blastin' or else risk getting surrounded.

CIRCLE #106 ON READER SERVICE CARD.

PRESS START

NEWS

Star Trekkin' Across The Universe

With Vital Technologies REAL Tricorder Mark I, you'll be grooving with the Vulcans in no time

First there was the show. Then there were conventions. Then there were costume contests at the conventions. Soon, a Klingon dictionary followed, and then many a Trekkie paid cash money to go to Klingon language camp. People have even been married by Starfleet "officers". To say that *Star Trek* fandom is a phenomenon is to make one of the biggest understatements possible. Is it any wonder, then, that somebody has actually gone and made a "working" prototype of an actual *Star Trek* device? No kidding! Vital Technologies is a Canadian-based scientific equipment company that has actually gone ahead and made a primitive precursor to those nifty Tricorders on the *Trek* shows. It doesn't quite do everything the show models do (it's not going to be detecting lifeforms for you anytime soon) but what it does do is pretty cool.

a combination of devices, including a "Stardate" [illegible] (i.e. [illegible] it's Log Stardate [illegible] dang, what's the %$ [illegible] Stardate, [illegible]di? Wait a minute let me check this damn Tricorder thinga-majig. [illegible] oh, Stardate 3246.27.) a light meter (logic dictates that the f-stop on the camera should be 2.8), a colorimeter (just how "blue" is the ocean?), an EMF meter (protect yourself from nasty radiation), and a two-mode weather station. Originally programmed by Steve Martyn, a Canadian high school student, the Tricorder is designed to be used in a variety of activities, and was made with an eye on expansion so that its capabilities could expand as time passes and technology advances. You can call Vital's toll-free number at 1-800-263-0096 or visit your local electronics store to get your hands on one.

Cross your fingers and hope that they're working on a phaser prototype as we speak, because science is cool, but "Set phasers on stun." has a better ring to it than, "Bust out your scientifically accurate Tricorders, mates."

ATARI HITS THE BOTTOM

Bizarre Infomercial Confuses Gaming World

If you were watching the late, late show at anytime during the month of December, you might have caught one of the strangest things to ever hit the gaming world; the Jaguar infomercial. Yes, that's right: Atari, the once mighty juggernaut has fallen down to the level of the Psychic Friends, the Abdomenizer, and the Oxygen Blast. Down to the level of the two-bit huckster and the 900-line. Down, down, down....

I'm not the biggest Jaguar fan in the world, but brother, this ludicrous sales pitch really takes the cake. The premise: a loser named Bob is wondering how to make his life better. The answer? Buy a Jaguar! In a confusing turn of events, Bob is transported to a mysterious cave (i.e. cheap-looking set) and forced to play "64-bit" Jaguar games by his Dennis Hopper/Jack Nicholson imitating buddy, Jack. Jack and a bevy of cute females harangue Bob about his gaming lifestyle and all but tell him that if he doesn't buy a Jaguar, he might as well be a cancerous leper. Possibly to humor Jack, Bob acts like he really enjoys playing *Cybermorph* and

PRESS START

Iron Soldier. Yikes! The whole thing ends with Bob getting a big smooch from a honey due to his gaming prowess and with Jack—irritating Jack—urging people with credit cards to order the Jaguar in time for Christmas delivery. I can see it now: Christmas morning, Anytown, USA. Little Timmy runs down the stairs and tears into the box that he knows contains the next generation-game system he wanted. He face falls as he rips aside the wrapping and realizes that he's received a Jaguar.

[illegible] and still [illegible] Christmas ever!" End of [illegible]

Cap-n-hands
"Prepare for complete testosterone pumping mayhem."
— Diehard Game Fan
When I find F.U.B. I'm gonna plunder his liver and pump his scurvy belly full o' gunshot... just after I make him swap the deck with his tongue.
Create Huge Explosions!
15 Enormous Levels To Explore
What Good Is A Sony® "PlayStation™" If It Isn't
LOADED
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BY GAMERS. FOR GAMERS.
Gremlin
WEAPON OF CHOICE Flintlocks
SUPER WEAPON Buckshot
KILLER TIP. Fire up double shotguns and keep enemies at bay with long range attack

CIRCLE #106 ON READER SERVICE CARD.

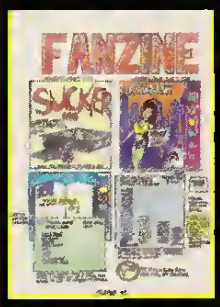
GABE'S DREAM GAME GALLERY

The museum of video games that never were, but just might be.

The letters and pictures keep pouring in; Gabe's Dream Game Gallery is possibly the biggest archive of genius this side of the Louvre and it only gets better. The amazing ingenuity displayed by our readers has got me scratching my head on a regular basis. Why aren't you guys designing games? Well, I guess it's just a case of justice being blind, or something like that. Anyway, enough of the introductory pleasantries and on with the games!

FANZINE
by Dave Ciccone

From the looks of his Dream Game, Dave's got the fanzine business down to a hard science. In *Fanzine*, you are the editor of a bi-monthly gaming fanzine (hah!) Dave describes it as, "A cross between *Theme Park*, a 3DO sampler CD and *Maria Paint*." Hmm. Not exactly the most appetizing of hybrids, but from the way Dave has designed the game, it sounds like a hoot. You're in control of everything at the mag. You have to choose stories, cheat your writers, manipulate the public, use lurid headlines to sell your publication, and generally try to please the fickle readership. It's not as easy as it sounds, trust me. *Fanzine* offers everything you could ever need to simulate putting together a fanzine. Wait a second! What's stopping you from putting out your own 'zine? Couldn't you skip the game and just do your own fanzine? It's questions like this which plague me at night.



MUSH THE TOWNSFOLK
by Chad Driesbach

Chad Driesbach's Dream Game is a variation on that Chuck E. Cheese standby Whac-a-Mole. Remember Whac-a-Mole? Gosh, when I was a kid I'd get all hopped up on Lik-Em-Aid and Mountain Dew, roll down to the local pizza parlor and spend the rest of the quarters in my pocket mashing at mechanical moles with a foam mallet, trying to work off the rush and win enough tickets (you'd get tickets for every mole whacked) to redeem for prizes. Ah, youth. *Mush The Townsfalk* is Chad's re-interpretation of the old Sega holographic arcade game *Time Traveller*, only Chad has a Godzilla complex: holographic ordinary folk are your nemeses, and, as in Whac-A-Mole, you must crush them with impunity. Virtual blood spills everywhere and hyperactive kids around the country are pleased. I like this idea.

David's Nothing But The Secret
By David Smith Jr.

David Smith's Dream Game is an RPG called *Nothing But The Secret*. Intriguing title, eh? I still can't figure out what it really means (does *Nothing But The Secret* have anything to do with the Dr. Dre song, "Nuthin' But a G Thang" or the film *A Hero Ain't Nothin' But A Sandwich?*), but the game seems interesting. You are a boy, a nobody boy, a simple boy, and all you want to do is get some rest when you are shaken from your slumber by the clapping of thunder. Forget that there's not even a cloud in the sky, all of a sudden a voice starts whispering the word "graveyard". Being the fool that you are, you get out of bed, and as David kind of obviously states, "Your adventure begins." After reading David's letter over and over, I still can't figure out what a "secret" has to do with anything, but I do know that your character has to find the seven smiles. Really. Find the smiles, ha ha ha.

Charlie The Searcher
by Y. Elliot

"Why not have a game where the girl saves the guy?" is the question posed by Y. Elliot of Rockford, IL, and our response is, "Yeah, Y. Eliot of Rockford, IL, why the hell not?" Charlie, the titular character, is searching for her missing boyfriend in this RPG. He's vanished without a trace, and Charlie's only ally is the half-wolf/half-human hybrid Wolfgang. To add spice to the plot, Charlie has got the mob on her tail due to her boyfriend's outstanding debts (gee, maybe she should let the lowlife stay missing) and Wolfgang has an evil hybrid pursuing him. This sci-fi RPG has got it all.

MARIO KOMBAT
BY Paul Canniff

Somehow I can't picture Princess Toadstool doing a "seduction move", but Paul Canniff of Minneapolis, MN, can. His Dream Game is a *Super Mario* 3-D fighting game which would incorporate all of the technological advances of a classic fighting game like *Toshinden* with the humor and whimsy that are hallmarks of Shigeru Miyamoto's universe. Mario, Luigi, King Koopa, Yoshi, Princess Toadstool and even Donkey Kong would be among the selectable characters. Does that sound like a good idea to you? Tired of playing *Maria Kart*? Well, it sounds like a perfect idea for an Ultra 64 game to me. Is Nintendo listening? Hello...?

MEET KRAZY IVAN...
HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 FOOT ARMORED BATTLE-SUIT FOR COMPANY. STEP INTO THE SHOES OF THIS KICK-ASS COMRADE AND EXPERIENCE 3D FIRST-PERSON COMBAT
AGAINST A RUTHLESS ROBOTIC ALIEN HORDE. WITH THE HUMAN RACE UNDER SIEGE, ONLY THE MOSCOW MAOMAN CAN SAVE US NOW!
HE'S THE NEXT RUSSIAN REVOLUTION

KRAZY IVAN™
PlayStation™
2 PLAYER LINK COMPATIBLE
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CIRCLE #107 ON READER SERVICE CARD.

The BUZZ

Industry News You Can Trust

Sega just had a bit of good news. Its Sega Saturn version of VIRTUA FIGHTER 2 arrived in Japanese stores to a rapturous reception. Japanese kids are utterly bonkers for anything to do with VIRTUA FIGHTER and, more importantly, VIRTUA FIGHTER 2. Our Japanese correspondent noted literally thousands of kids lining up outside Japanese stores on the day of launch. By the time sales had stopped at around eight that evening, a roughly estimated 600,000 copies of the game were being played in homes the length and breadth of Japan.

However, there should be no such worries over here, since VIRTUA FIGHTER is nowhere near as popular and Sega has been careful to keep plentiful supplies arriving at stores.

Sony still reckons it is doing better business than Sega, and the company's own estimates put it ahead by margins varying from 6 to 1 all the way to 10 to 1. If those figures are true, then Sega has a lot of catching up to do, but it's (still) way too early to judge, since Christmas sales figures have yet to be properly tallied and analyzed.

SIXTEEN BIT STILL KILLER

Nintendo's biggest seller over the Christmas period appears to have been KILLER INSTINGT, largely thanks to the fact that the game appears on both Super NES and Game Boy. On Super NES alone however, it looks like DONKEY KONG COUNTRY 2—DIDDY'S KONGQUEST, stole the show. It didn't sell quite as many as last year's DONKEY KONG COUNTRY, but it did put to rest the greatly exaggerated and premature rumors of 16-bit's demise. Nintendo has pledged to support the Super NES for years to come and are in fact promising price reductions to coincide with the launch of the Ultra 64 next year. To be fair to Sega, things also look cool for the Genesis, with the launch of VEGTORMAN and TOY STORY (a game which looked good and sold very well).

OH DEAR, WHAT A DISASTER

Nintendo's bright red foray into the world of 32-bit virtual reality has met with a very cool response in Japan. The machine is currently on sale in some Japanese game stores for as little as (the Yen equivalent) of 60 dollars. This is less than half the price the machine was originally launched at less than a year ago. Software support has been poor and public awareness limited.

The problem with producing a Virtual Reality game system is that you can't show people what the games look like on television or in press advertising. Basically, people don't really know what the machine is, or what it's for.

Hiroshi Yamauchi, Nintendo of Japan's chairman, blamed the machine's downfall on a lack of quality games. It was suggested that software companies didn't know how to fully exploit the potential of the machine. Nintendo has promised to fight to save the Virtual Boy with a whole new wave of software and, hopefully, a more ingenious way of promoting the darned thing.

MARIO RELATED MIRTH

Currently on sale at street markets all over South east Asia, is an illegal NES cartridge called "SARIO". Yes, you guessed it, SARIO is a cross between MARIO and SONIC and features the little fat Italian plumber in a world that looks suspiciously like the first levels of SONIC THE HEDGEHOG. Amusing as it is, it's a pirated game and will probably never show up in the US.

BIG FRANK'S FANTASTIC TALES

After consuming huge quantities of his favorite breakfast cereal (Chocolate Frosted Sugar Bombs), Frank often loses track of reality. Here are just some of the news items he dreamed up. Please note that very little of the following information is grounded in reality, never mind true.

PROJECT DUALITY

Atari looks set to announce that the Jaguar is set to receive a new upgrade. The Vacutron 2000 is a vacuum-cleaner attachment for the Jag. It slots into the back of the machine and can be used to suck up things that live behind the refrigerator. It's a well known scientific fact that stuff from behind the fridge is lethal when exposed to regular environments. It is also known that the back of the fridge has exactly the same atmospheric conditions as the Bermuda Triangle. Where people disappear, at least according to '70s pop icon Barry Manilow.

M3

Not content with a 64-bit upgrade, the 3DO company is currently hard at work on a new 5-liter upgrade which effectively transforms your 3DO into a large family cart. Featuring twin airbags and higher ground clearance, this add-on also improves the level of safety. Concerned parents take note. Although no 3DO-related injuries have been reported, it is well known that in a head-on collision with a vehicle of more than two tons, a 3DO will effectively be knackered. The M3 should help alleviate this danger if and when it ever appears.

WHERE'S THE MAP?

It's about time a video-game version of hit movie TIME BANDITS was released. Featuring the ironic antics of a band of thieving dwarves, TIME BANDITS helped establish the movie style we now refer to as "Movies about bands of thieving dwarves". If they do a game, it should be Full-Motion Video and directed by Woody Allen.

Destruction derby

LOVE THY NEIGHBOR.
WRECK HIS CAR.

AVAILABLE NOW

KIDS TO ADULTS
KA
AGES 6+

"It's the most impressive PlayStation game yet"
Next Generation

"A carnage-filled crunch fest" Die Hard Game Fan

"The most realistic crashes we've ever seen"
Game Players

"This is stock car racing on steroids"
Electronic Gaming Monthly

PlayStation

PC CD ROM®

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TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES of Genesis, courtesy of STD Entertainment!

BY GEOFF HIGGINS, TYRONE RODRIGUEZ AND ZACH MESTON

STAGE SELECT

Press **START** to pause, then press **Right, Left, R2, R1**, △, **L1**, ○, ×.

Press **Left** or **Right** to choose a different stage, then...

...press any button to warp directly to it!

To jump to any stage in the PlayStation version of *Doom*, simply pause the game at any time during play and enter the following code on Controller 1: **Right, Left, R2, R1**, △, **L1**, ○, ×. The words "Warp to Level" will appear with the number and name of the current level. Now press Right or Left on the D-pad to change the stage number and press any button to warp directly to the level you chose.

Please note that this cheat does not give you access to the five hidden levels in the game. To access them, you'll need a valid password like these:

Level 55: Fortress of Mystery—JCGDNFL888
Level 56: Military Base—3P67ZNBQJG
Level 57: The Marshes—JCGDNFL555
Level 5B: The Mansion—5QC5F!0CHK
Level 59: Club Doom—57V29T0FJK

To access the hidden stages, you'll need passwords.

Level 55: Fortress of Mystery—JCGDNFLBBB

Level 56: Military Base—3P67ZNBQJG

Level 57: The Marshes—JCGDNFL555

Level 5B: The Mansion—5QC5F!0CHK

Level 59: Club Doom—57V29T0FJK

HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, *VideoGames* doesn't give out tips over the phone—but here is a list of people who do

Nintendo of America Inc.
(206) 885-PLAY
HOURS Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST Standard long-distance rates to Redmond, Washington, apply
TIPS Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy

Sega of America Inc.
(415) 591-PLAY
HOURS. 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST Standard long-distance rates to Redwood City, California, apply
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors, they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar

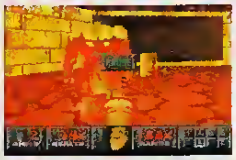
Turbo Technologies Inc.
(310) 337-6916
HOURS Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST Standard long-distance rates to Los Angeles, California, apply.
TIPS TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo

Electronic Arts
(900) 288-HINT
HOURS 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours

U.S. Gold (*Flashback* Gameline)
(900) 288-GAME
HOURS 24 hours a day, seven days a week
COST. 85¢ per minute
TIPS Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 9 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles

Press **START** at any time during play, then press Down, L2, □, **R1, Right, L1, Left,** while the game is paused. The words "All powerful mode on" will appear on the screen and your character's eyes will glow, indicating that you are now invincible!



Pause the game and press **Down, L2,** □, **R1, Right, L1, Left,** .

Now you can't be harmed by enemy attacks.

Power-Up Cheat

Pause the game and press ×, △, **L1, Up, Down, R2, Left, Left.**

You'll have lots of goodies to help you on your merry way.

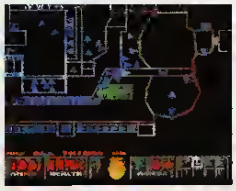
Press **START** at any time during play, then press ×, △, **L1, Up, Down, R2, Left, Left** while the game is paused. The words "Lots of Goodies!" will appear on the screen, indicating that you have just been given full armor and a complete power-up of all weapons and ammo!

Map Cheat

Pause the game and press △, △, **L2, R2, L2, R2, R1,** □.

You'll have a completed map of the current level at your disposal.

Press **START** at any time during play, then press △, △, **L2, R2, L2, R2, R1,** □ while the game is paused. The words "Map All Lines On" will appear on the screen; now you can see the entire map. If you enter the same code but press as the final button instead of □, you'll see all of the enemies and power-up items on the map.



With the game paused, press △, △, **L2, R2, L2, R2, R1,** to see all of the enemies and power-up items on the map.

X-Ray Vision

Pause the game and press **L1, R2, L2, R1, Right,** △, ×, **Right.**

Use this cheat to find hidden rooms and doors!

Press **START** at any time during play, then press **L1, R2, L2, R1, Right,** △, ×, **Right** while the game is paused. With this cheat in place, you'll be able to see through any wall (as long as you're not too close to it.)

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

Super Mario World 2: Yoshi's Island

SUPER NES

C2EE-649F—Infinite lives
C23F-ADDD—Star timer doesn't decrease when hit
D9B7-0023—Start with five lives
DCB7-0023—Start with ten lives
FBB7-0023—Start with 25 lives
74B7-0023—Start with 50 lives
17B7-0023—Start with 99 lives
CB69-006D + 3069-00AD—All levels are completed with 100 points
CB8A-64D5 + 108A-6405 + 3C8A-6465—Always score 100 points
1D26-AFA1—Power-ups don't get used up
C2C8-A465—After using the magnifying glass, red coins and hidden items are always revealed
D98A-AF7B—Red exclamation points stay on for over twice as long
D98A-AF7B—Red exclamation points stay on for over four times as long
5E8A-AF7B—Red exclamation points stay on for a very, very long time

MechWarrior 3050

SUPER NES

1D9E-ED6D—Almost invincible (switch off to kill some enemies)
CB6B-5464 + CB6B-5704—Coolant does nothing
EE00-7528—Particle Projection Cannon start at 255

Vectorman

GENESIS

R0RA-N60Y—Weapons stay until you pick up a new one
RGNA-A61L—Health power-ups set health to 100%
R8FT-AAB8—Timer counts down 1/2 as fast
A0MT-AACE—Start on "Bamboo Mill" level

Shaq-Fu

GAME GEAR

7E6-C0F-3BE + 7E6-CEF-3BE—Infinite time
01A-2AD-F7E—Start with 10 seconds
09A-2AD-F7E—Start with 90 seconds
0FA-2AD-F7E—Start with 150 seconds
FF9-FED-2A2 + FF9-FFD-2A2 + FFA-B4D-2A2—Start with Mega energy
407-F5B-F72—Roundhouse kick kills
407-D1B-F7A—Jumping punch kills
407-81B-F7A—Straight kick kills
407-71B-F7A—Standing punch kills

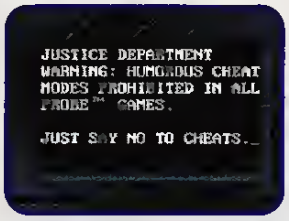
Stage Select + Energy Gain

If you're having trouble fighting your way through *Judge Dredd*, fear not; our *Tips & Tricks* wizards have the cool tips to sooth your hot brow. When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: **Left, Up, X, Up, Right, Y**. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll be given a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press **Y** and **A** together; you'll get a message that says, "Level Select Activated". Next, press **X** and **B** together to get a message that says "Energy Gain Activated".

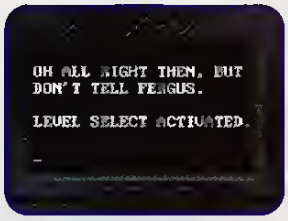
Now start the game. Notice that whenever you get injured, your health meter refills automatically all by itself, making it a snap for you to progress through each stage. If you're really impatient, just press the **SELECT** button at any time during the game (except while paused) to bring up the top-secret stage-select menu!

Press **Left, Up, X, Up, Right, Y.**

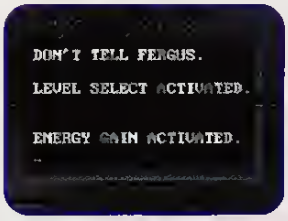
You'll see several names appear in green letters.



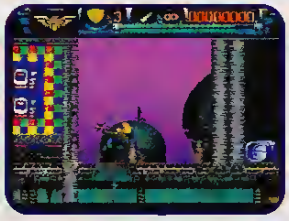
At the "Warning" screen, press **Y+A** together...



...to activate the stage-select, then press **X+B**...



...to turn on the "Energy Gain" option.



During the game, when your energy bar takes a hit...

...it will refill automatically!

To get this stage-select menu, just press **SELECT**.

Secret Cheat Menu

Primal Rage is a tough game, but we've got a code that will make the Super NES version a cinch to beat. At the main menu—while the words "START/OPTIONS/CREDITS" are on the screen—press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right**. A new menu item called "CHEATS" will appear on the screen. Choose this option and you'll be able to kill or be killed with one hit, be invincible, gain infinite credits ("Freeplay") or play in Silent Turbo Mode, which unfortunately has no sound but is noticeably faster than the standard game.

Press **Left, Left, Left, Right, Right, Left, Left, Right, Right, Right, Left, Right.**

You now have a new option on the menu called "CHEATS".

Make yourself invincible, or activate the "Silent Turbo Mode".

With "Invincibility" and "1 Hit Wins" on, you'll get a flawless victory every time!

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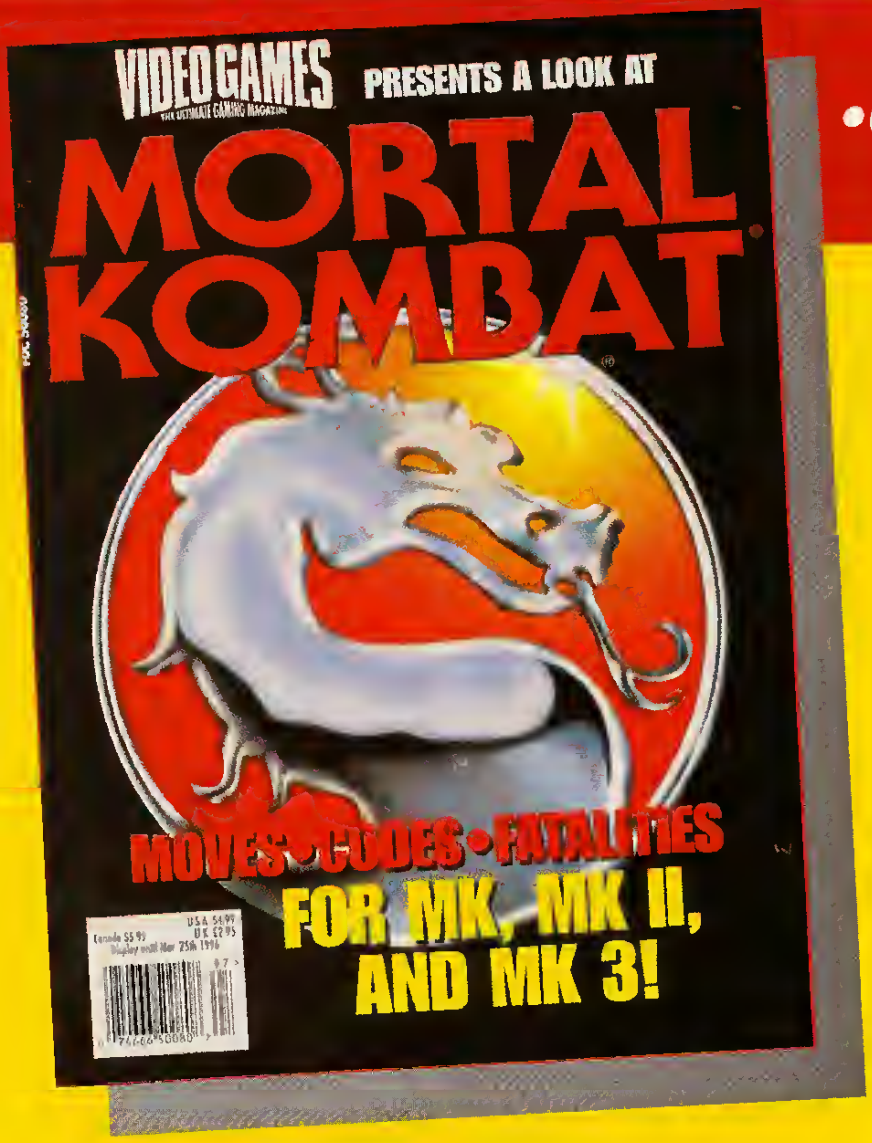

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Special Access Codes

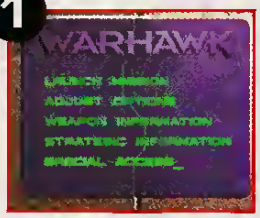
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

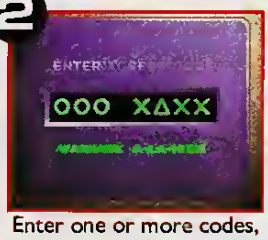
□□_O□X□△—Preview the Epilogues
□_O□△XX□—Check the Special Upgrades
△X_OOX△□—Preview the Movies
XOO□X△O△—Kali Mode (Powered-Up Weapons)
□O□□△X△△—Thor Mode (9999 Flash Bombs)
△△O△□△△X—Infinite Weapons
OOO_X△XX—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

△□X△XX□□—**Desert Level**
△□X△O□OX—Pyramid Has Risen
△OX△OOX□—Desert is All But Done
O△△XOO□O—**Canyon Level**
O□O□XOO△—In the Canyon with Amber
O△X□OO△△—In the Canyon with Belle
O□△□△△△□—In the Canyon with Crystal
OOO□△△□△—Approaching Uma
X△X□□△□△—**Airship Level**
XO△△OOOX—Post-Transformation Airship
X□△OX△□□—Airship Rear Hanger Is Open
□△XXX△O□—**Volcano Level**
□□XO△O□△—Volcano Boss is Active
△O△O△X□□—**Gauntlet Level**
△OX△OX△□—East Gauntlet Boss
△OO□△OOX—West Gauntlet Boss
△OO△△X□△—In with the Gatekeeper
△X△□OXOO—**Stormland**
△XX□O□OX—Above 1st Force Field
△X△△△XO△—Above 2nd Force Field
△X□O△X△□—Above 3rd Force Field
△X□△O□XX—Kreel's Door is Open
△X△□□□X△—Face-to-Face with Kreel

1


Choose the "Special Access" input screen.

2


Enter one or more codes, then launch the mission.

3

You can even be invincible for the final battle with Kreel!

Secret Track

To access a hidden track in *WipeOut*, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START,** □ and ○ and press ×. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar". It's a grueling 6.3 km race on Mars...good luck!

1

Hold **R1+L1+Right+START** +□+○ and press ×.

2

You now have access to the secret "Firestar" track.

3

Get your ass to Mars!

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press ×. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously unavailable Rapier class.

Hold **R2+L2+Left+START+SELECT** and press ×.

Now you can choose the difficult "Rapier" class.

Hidden Track

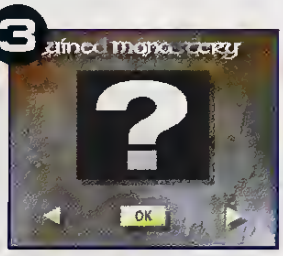
To access a hidden course in Destruction Derby, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".

1

Choose any "Championship" mode and enter your name as "REFLECT!".

2

Now return to the main menu and pick any game mode except "Destruction Derby" or the "Championship" settings.

3


You'll be able to choose a secret track.

4

It's the mysterious and scary Ruined Monastery.

OPPONENT SELECT

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track!

1

Choose any "Championship" mode and enter your name as "NPLAYERS".

2

Now return to the main menu and select a course to race on.

3

After you pick your course, you can change the number of opponents in the race.

4

Pick a one-on-one tournament, or race all by yourself!

Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "!DAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible!

1

Choose any "Championship" mode and enter your name as "!DAMAGE!".

2

Return to the main menu and choose any game mode; you'll be invincible!

3

With this cheat in effect, you can actually survive the "Total Destruction" mode...and win!

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, **Y**, **Z**, **X**, **Y**, **Z**, **C**, **B**, **A**, **Up**, **Up**, **START**. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: **C**, **B**, **A**, **A**, **B**, **C**, **Y**, **Z**, **X**, **Down**, **Down**, **START**.

Press **X**, **Y**, **Z**, **X**, **Y**, **Z**, **C**, **B**, **A**, **Up**, **Up**, **START**

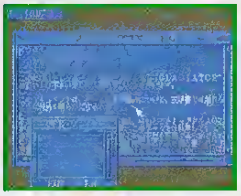
You can play a hidden table for a short time...

...and watch the game's ending credits.

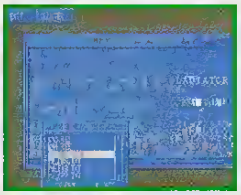
Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **X**, **B**, **Z**, **R**, **START**. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press **A**, you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **X**, **B**, **Z**, **R**, **START** to see...



...a bunch of stuff that Time-Warner didn't bother to translate!



Use the "CPK • Player" to hear the audio tracks...

...or watch the game's full-motion video footage

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press **Up**, **Up**, **Up**, **Up**, **A**, **B**, **C**, **Down**, **Down**, **X**, **Y**, **Z**, **START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the D-pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each the following modes can be activated by pressing **Z** when the corner number is set as follows:

00—Multiball
01—Roman Triumph
02—Retiarius
03—Bloody Arena (Two-Ball)
04—Chariot Races (Three-Ball)
05—Extra Ball Lit
06—Senator Mystery Lit
07—SPQR
08—Thracians
09—Empire
10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold **X** and press **Down**; while the numbers are gone, hold **Y** and press **Up** to pause or unpause the game without obstructing the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time

Press **Up**, **Up**, **Up**, **Up**, **A**, **B**, **C**, **Down**, **Down**, **X**, **Y**, **Z**, **START**, then start the game.

During the game, hold **X** and press **Up**.

You'll see two numbers in the lower right corner.

Press **Up** or **Down** to change the right number, then press **Z** to trigger one of the special modes of the current table!

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. It's true! At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

If you load *Last Gladiators* in the afternoon or at night, you'll always see this standard intro...

...but if you start the game between 8:00 and 11:00 A.M., you'll see this hidden footage!

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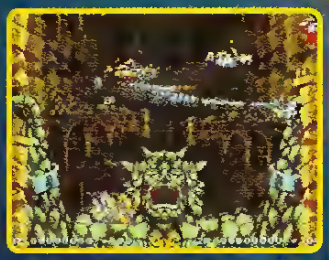

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SUPER NES

Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10!

First, shoot up at the Sega logo 24 times.

Next, jump up and hit your head on the logo 12 times.

The hidden game will start. Catch the falling letters!

Catch between 90 and 109 letters to start *Vectorman* at Day 5.

Catch 110 letters or more to start the game at Day 10!

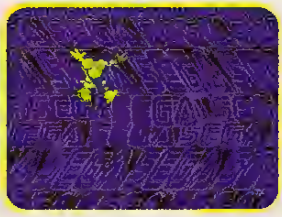
BLOW UP SEGA

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Shoot off the screen to blow up the hidden TV

Get the orb power-up from the exploded TV...

...then detonate it with the **A** or **B** button.



The background will freeze and the Sega logo will go dark.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press **START** to pause, enter the code, then press **START** to unpause. Try the following codes while the game is paused for different effects:

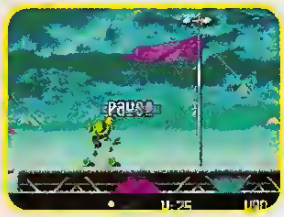
ABRACADABRA (**A, B, Right, A, C, A, Down, A, B, Right, A**)—Refill your energy counter at any time.

BALL or BALD (**B, A, Left, Left** or **B, A, Left, Down**)—See the programmers' debugging coordinates.

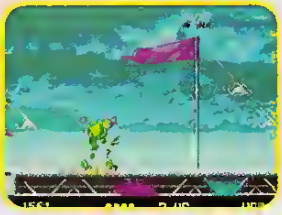
ABACABB (**A, B, A, C, A, B, B**)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (**Down, Right, A, C, Up, Left, A**)—When you get hit, the game will slow down in order to help you to recover safely.

Press **START** to pause the game, then enter a code as described.



When you unpause, you'll see the effects of each code, including a full energy recharge!



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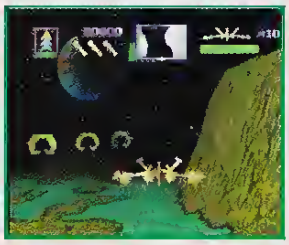
Full Power-Up

During any stage in *T.E. Turbo*, press the **START** button to pause the game, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: △, □, ○, □, △, □, **L1**, **L1+R1**, **SELECT**, **SELECT**. (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press △, □, **L1**, **L1**, **L1**, □, △ very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues!

Press △, □, ○, □, △, □, **L1**, **L1+R1**, **SELECT**, **SELECT** very quickly.

Now press △, □, **L1**, **L1**, **L1**, □, △ very quickly.



You'll return to the game with ten lives...

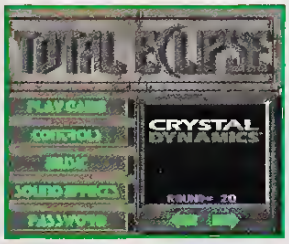
...ten plasma bombs...

...and ten continues!

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press △, **L1**, □, release **SELECT**, press △, **L1**, □, △, **L1**, □. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp!

Hold **SELECT**, press △, **L1**, □, release **SELECT** and press △, **L1**, □, △, **L1**, □.



You've found the secret stage-select mode!

Warp all the way to the game's final stage.

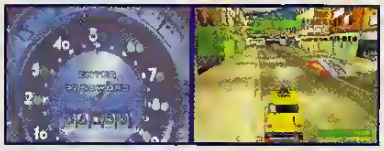
Secret Epilogue

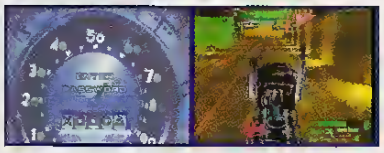
If you defeated Zophar and thought the game was over, you're forgetting that Working Designs games "go to 11!" After the credits roll and the system reboots, check your saved game slots; you should find a new saved game called "Epilogue". Access this slot just as you would load any other saved game and you'll continue *Eternal Blue* with another four to six hours of gameplay. Once you've finished the epilogue, that's when the game's really over...but let the words "The End" stay on the screen for two or three minutes to hear outtakes from the voice actors' recording sessions.

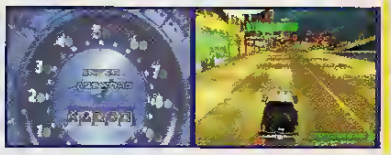
...and ten continues!

Cheat Passwords

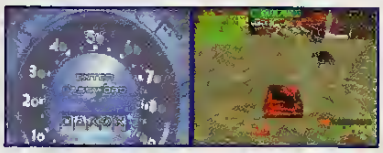
To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car, you'll see the "Password" option at this menu. To enter a blank space in a password, just press Right on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

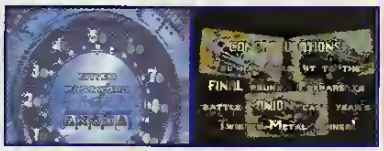

Warehouse District Warfare


Freeway Free For All

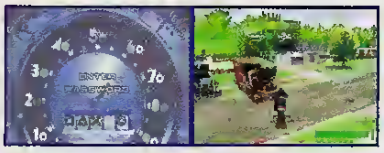

River Park Rumble

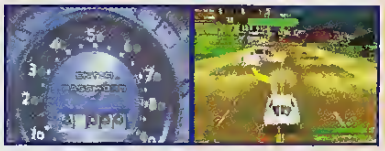
Assault on Cyburbia

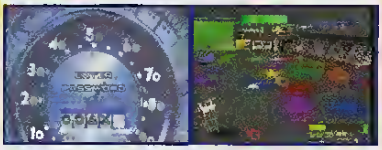

Rooftop Combat—The Final Battle

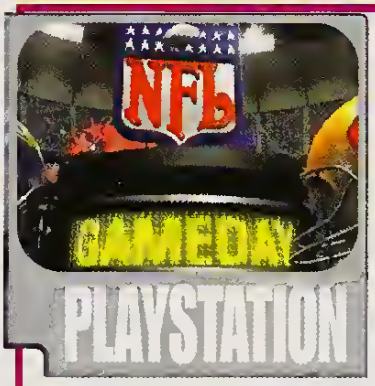

Battle with Minion

Secret Level: The Fight of Your Life


Invincibility


Infinite Weapons


Helicopter Camera Angle



Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
JUICE—Gives you a more powerful "speed burst" from the X button when running
STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit
BIG.BOYS—Makes the linemen look bigger
CANNON.ARM—Lets your quarterback throw farther
STEROIDS—Players fly farther when hit
CRUNCH.TIME—Injuries happen more frequently
PICK.CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM
URNOTREDE
EEGGCODE13
EEGGCODE14
EEGGCODE15

If you discover what these passwords do, write us and share your knowledge with our readers!

Enter the cheat codes at the password screen.

You can make your linemen bigger...

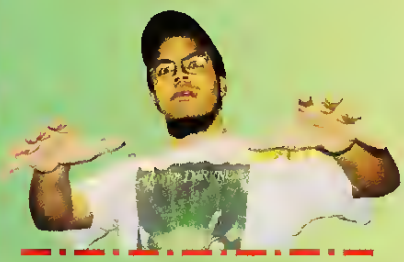
...catch passes easier...

...or play with the hidden skeleton teams!

SOUNDBOARD

SWAMI GABE
desires your letters!
Send them to:

VideoGames Soundboard
8484 Wilshire Blvd. Suite 350
Beverly Hills, CA 90211



IT'S ALL WHO YOU KNOW

Dear *VIDEOGAMES*,

I think you guys are the coolest. I have been a subscriber for three years and a very happy one at that. I just want to say a few things: Where is that "Dear Betty" column; I love her (magazine-wise). Also, I want to know: what is it like to be you guys, and what kind of education do I need to become a reviewer? I have read other magazines and compared them to yours and you guys always come out superior. Also, you're the only magazine I know that reviews games when they are 100% complete and I respect that. There is only one thing that pisses me off about your magazine and that is it's too small! Only 98 pages at most, but that's a minor flaw compared to how great your mag is.

—Jouane Sanchez
Bronx, NY

We think you're the coolest, Jouane, simply because of the elegant and haunting way you spell your name. You'll be sad to know that "Dear Betty" doesn't make an appearance in this issue, but the letters she didn't answer this month are a doozy. Regarding the education question: I (Gabe) attended USC where I pursued a degree in English literature, Geoff Higgins attended Rollins University in Florida, where he received a degree in English, too. Betty Hallock hit the books at UCLA, John (our copy editor) did time at Exeter University and UC Santa Barbaro, Fronk stretched his brain at the Universities of Edinburgh and Kent and Ione went to design school to learn all the peculiarities of layout. If only our professors could see us now....

THEY SUCK, WE RULE

Dear *VIDEOGAMES*:

I have sent numerous letters to game magazines, but they never get printed nor responded to. The other magazines suck! I've cancelled all my subscriptions because I wasn't getting what I was looking for. But you guys are different. I hear about a new game, system or chip and I find it in the next *VIDEOGAMES* mag. So I've included a little artwork for ya to try out. Hope ya like it.

—Ben Bowen

Las Vegas, NV

P.S.—Why are CD-ROM games so expensive? Do companies actually need all my lunch money? They're greedy bullies.

Thanks for the cool picture, Ben. How did you know that Spider-Man is a favorite around the offices? We especially dug the drawing's weird texture. The main reason CD-ROM games are so expensive is the fact that before they even hit the stores, game companies have probably spent hundreds of thousands of dollars to develop them. This, combined with profit motive, ensures that, for the duration, your lunch money will continue to be depleted. You do have a point, though: CDs cost a lot less to produce than cartridges. Why aren't they at least a little cheaper? Hmm ...

GAME FREAK SPEAKS, PEOPLE LISTEN

Dear *VIDEOGAMES*,

What's up? My name's Chris Ridgeway. I'm a true game freak. I'm a Brooklyn man. I'm 13 and I have a subscription too. The reason I wrote this note is to ask two questions. Okay, how come in *Super Street Fighter 2* for Genesis there's not a code for Akuma? Is *Street Fighter Legends* coming out for Sega and SNES? Well, that's it. I'll try to write again. See ya!

—Christopher Ridgeway
Eastpoint, GA

Can't we all get along?

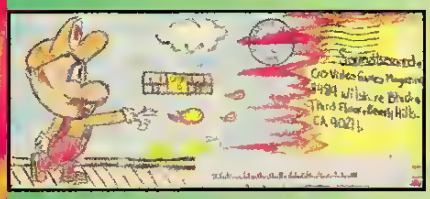
What's up, game freak? Here are the answers to your questions: There's not an Akuma code for Super Street Fighter 2 *on the Genesis because he's not in the game; There are codes to get him in* Street Fighter: The Movie *and* Super Street Fighter 2 Turbo *for the 3DO, but we'll remain mum on that subject for now. So there. And regarding* Street Fighter Legends: *there probably won't be any 16-bit versions of the game. Capcom hasn't announced its intention to produce it for the SNES or Genesis, but it'll probably be produced for the PlayStation and Saturn.*

FATHER/SON BONDING

Dear *VideoGames*,

I have a Sega Genesis but I only have two games for it. Due to this I play regular Nintendo. Lately however, I have not been able to play because my Dad has been playing a lot. Whenever I go to play, he is always playing *Tetris 2*. Is there any way I can get him to stop playing long enough so that I could maybe play a game of *Mario Brothers*?

—Jeremy Shier
Downers Grove, IL



Jer's illustrated envelope addresses his plight.

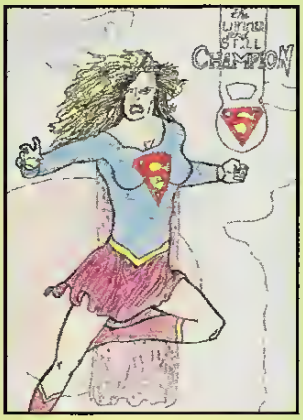
Looks like you've got a problem, Jer, but you can solve it by actually talking to your father. Ask him if you can join him in a game of Tetris *and propose that you guys play* Super Mario *together. Gee whiz, it could mean a whole new era of father/son bonding. Here's a quote from a song that I think addresses your situation: "The cat's in the cradle and the silver spoon/little boy blue and the man in the moon/When you coming home son, I don't know when/But we'll get together then/I know we'll have a good time then."*

SISTERS ARE DOING IT FOR THEMSELVES

Dear *VideoGames*,

I'm a 13-year-old girl and I read your magazine every month I can afford it. It's definitely one of the best gaming mags on the market today. Anyway, the reason I'm writing is I was trying to draw a picture of my favorite *Mortal Kombat* character, Rayden, one day. I kept messing up, so I decided to draw a picture for my mom of her favorite, Kitana. Since I gave it to her, she won't let me send it to you, but I took some photos of it. I also think that there should be a game starring Supergirl in it, so I'm sending a drawing I did of her as inspiration. Adios.

—Georgia Donelle
Red Bluff, CA



The Woman of Steel flies again!

All right! It's nice to hear from a girl gamer who's into stuff that's typically designated as men's territory. You go, girl! We think your idea for a Supergirl video game is a nifty one, by the way. It'd be nice to see a strong, female role model on the consoles kicking butt, wouldn't it?

THEY WORK! THE CODES WORK!

To Whom it May Concern,

I like your August 1995 codes for *Mortal Kombat 3*. They work good. The *Rage* codes work too.

—Brandon Stoltz
Gahanna, OH

Whew, that's a relief! The codes actually work! And they work "good," according to Brandon. I was worried there for a second.

STRICTLY BUSINESS

Dear Sir,

My class is learning how to write business letters and because I like your magazine so much I have selected you. Please write back and tell me about your business and some new games coming out for the SNES. Sincerely,

—Daniel Merrill
Hollywood, FL

Thanks for choosing VG as a stepping stone in your education, Dan. We're proud to be able to assist the youth of this great country in assuming the destiny that history has imposed upon them: that of the businessman (and woman). Keep on keeping on and remember: A letter written in cursive with a pencil is not considered very businesslike. Just thought we'd warn you.

GRR! HISS! BOO!

Dear *VideoGames*,

I agree with Manoj Lal of Valencia, California. He wrote you in the June '95 issue. He said he was ticked about how you guys were always bad-mouthing Sega. Well I'm ticked too! What the heck is the problem with you guys? Are you blind? Can't you see that Sega is the coolest system ever? Sega has made Genesis, 32X, Sega CD, Game Gear, CDX and a crapload of accessories. Sega has a whole library of games and they're always getting bigger and better. Look at SNES. They brag about one game like *Donkey Kong*, but it's just about a ratlike, slo-mo monkey and his midget friend who looks constipated. And what accessories has SNES made? Well, let's see: Nintendo, Super Nintendo and maybe Ultra 64. Has anyone without at least a million dollars played Ultra 64 yet?

—Robert Casta
Hancock, NY

Take a chill pill, Robert! If we've dissed Sega in the past, it's because they deserved it.

Remember: we're the editorial press. It's our job to keep calm and levelheaded about the merits of games and systems, just as it's the fans' job to rabidly defend a platform so that they can feel superior about something. Sega games like Vectorman *for the Genesis are fantastic, as is a game like* Sega Rally *for Saturn. We have no bias, we just call 'em as we see 'em, kid. Calm down already.*

A RIDDLE WRAPPED IN A PUZZLE, EMBRACED BY A QUESTION, HUGGED BY AN ENIGMA

Dear *VIDEOGAMES*,

I was playing *MK 3* the other day when I realized that Nightwolf might be Rayden. I realized this because they each have a lot in common. Here is a list of things that Nightwolf and Rayden have in common:

1) They each have no eyes [*You don't say ..—Ed.*]

2) Nightwolf can morph into Rayden.

3) Nightwolf can set his axe on fire. The flame is green (kind of like lightning.)

4) As soon as Nightwolf came in, Rayden left.

Would you guys please tell me if Nightwolf is Rayden or not?

—Mark Hughes

Geez, I feel as if the foundations of my life have been torn asunder. We're through the looking glass, people. White is black, black is white. Video-game conspiracies are new to the world, and Mark may have just stumbled upon the most sinister of them all. Could Nightwolf actually be the thunder god in disguise, using his powers to aid Earth against the forces of Shao Kahn? Might Sub-Zero actually be Elvis and Reptile the elusive James Riddle Hoffa? Yikes.

Rayden in disguise? It's possible!

ARTWORK, BEAUTIFUL ARTWORK

Dear *VIDEOGAMES*,

I'm sending you this drawing I did in hopes you will publish it in your magazine. I'm curious if you think it is good enough.

—Jessica Grimshaw
New Brighton, MN

We think your picture is excellent, Jessica. It shows a lot of style and it isn't as derivative and lifeless as many of the other pieces of artwork we receive here at VG. Good work, kid.

COLLECTORS CORNER

Dear *VIDEOGAMES*,

I have a whole collection of your books. Do you think one day it will be worth a lot of money? I am not planning to sell it. I love to collect your books. Thank you.

—Yeng Moua
Banning, CA

No. Thank you, Yeng. You've sprinkled a little bit of sunshine into our hearts with your tale of your collection. Right on, baby.

GOOD EYE!

Dear *VIDEOGAMES*,

In your October '95 issue I noticed that pages 20 and 22 are the same. How many other people have noticed this?

—Tim McMillan
Clinton, MD

Tim, you're the only one. You get a special prize. Congratulations! Seriously now—tons of people have noticed, and we can only say that it was a mistake. A mistake! We're sorry!

MONTHLY THREAT LETTER

Mortals at *VIDEOGAMES*,

How would you like to serve me when I become ruler of this world? I am going to take over the world and I will rule. All of you puney [sic] mortals will beg for mercy when I am ready to put you to death. I am MERLIN the great, and you all shall serve me as ruler. Serve me well and you will be wealthy as I will be. My plans to take over remain unrevealed. I will become a religion and you will worship me or be put to death. Be warned, this is not a joke.

—Merlin
Somewhere in New Jersey

We usually get one of these types of letters every month, usually from some kid who calls himself "Moron, Bringer of Death" or "Gothomog the Unholy." Needless to say, we're not impressed by would-be megalomaniacs whose ideas of grand conquest are taking over our office, eating our food and crushing us under their bootheels when they can't even spell a word like "puny" correctly. Take a cold shower, Merlin, oh great and powerful wizard, and come back to our dimension.

VG CIRCLES THE GLOBE

VIDEOGAMES,

I live in a place you've never heard of; Abu Dhabi. It's the capital of the United Arab Emirates. It's near Saudi Arabia, bordering the ocean.

When flipping through your October issue I saw something I really wanted: the PlayStation jacket and hat. Living in Abu Dhabi really sucks.

I'm the only Abu Dhabian (I'm from the U.S. originally) who owns a PlayStation, Saturn, 3DO, SNES and a Genesis. If Abu Dhabi is lucky to get games, we get them very late, and for double the price.

I beg of you to please let me have the hat and jacket. I will even pay for them. It would make my life a little better.

—Samson DePew
Abu Dhabi, UAE

How wrong you are, sir! Three out of four VG employees knew exactly where the United Arab Emirates was, including yours truly. In fact, I wrote a report on the place way back when I was a lowly seventh-grade scrub As to your questions regarding the PlayStation gear: sorry, no can do. None of us even own that stuff, so the chances of you getting your hands on them are slim. Them's the breaks

LAMEST PROBLEM OF THE MONTH

Dear *VIDEOGAMES,*

I have a real problem on my hands. I'm trying to decide if I should get a 32X or a Sega CD. I know, I know, a Sega CD is old. My friends have been telling me, "A Sega CD is history; you should get a new system." I would get a new system, but they cost so much money. I mean $400 is just too much. Two hundred dollars is okay. I'm not cheap or anything, but I got a budget on birthdays and Christmas. I need your advice, because you guys know about this stuff. Should I get a Sega CD or a 32X. I just can't decide.

—Lee Robinson
Tappahannock, VA

Get your head out of your butt, Lee.

Lee, if the only choices you think you have are between a Sega CD and a 32X, you do have a problem. Let me give you a little lesson in something called delayed gratification. It sounds like what you really want is a 32-bit system, but you're impatient; you want something new now. What's the hurry? You should cool your jets for a while, save some dough, and then, when you can afford it, buy yourself a brand-spanking-new Saturn, PlayStation, 3DO or Ultra 64. Be a spendthrift, save your pennies and try not to waste your cabbage on systems you don't really want.

UNSOLICITED PRAISE

Dear *VG,*

You people have finally given me a reason to write 'cuz you've been improving so much lately! One: Your mag is now chock-full of photos, and not tiny ones either. Two: You've gotten rid of those nasty staples. Three: You've been printing more and more reader letters and illustrations. Keep up the good work. I was almost going to give up on you and cancel my subscription, but you've made me think twice. Buh-bye!

—Amanda Hooker
Nunda, NY

Aw, gee whiz thanks, Amanda. We love the way you wrote "Buh-bye." It was darling.

Motaro is one bad mamma jamma.

Charles Brown of Savannah, Georgia, sent us this picture of the latest vicious Mortal Kombat monstrosity, Motaro. Ain't it something?

Fried worms anyone?

Chandler Davis of Austell, Georgia, sent us this masterpiece, entitled, "Earthworm Jim in Repose on the Planet Heck, Considering The Meaning of a Tautology." Wait a second, I'm mistaken. It's actually called "Planet Attack."

Excuse Me, But Isn't That The ULTRA 64?

After years of rumor, speculation and downright lies, the Ultra 64 from Nintendo is here. It exists, it's real and we've played it. The Nintendo Ultra 64 (or Nintendo 64 as it's known in Japan) was launched at the Tokyo Shoshinkai Show on November 23rd.

The machine was launched in a blaze of publicity, quite unlike anything anyone had ever seen from Nintendo before. Hiroshi Yamauchi, Nintendo's chairman (kind of like the Emperor from *Star Wars*) was there to unveil and announce the machine.

VIDEOGAMES was among the magazines chosen to check out Nintendo's new monster and so off we went to Japan, cameras at the ready....

This is possibly the single most important launch in the history of video games. The Ultra 64 has been little more than a rumor for two years, and frankly it was about time we saw something.

Perhaps the biggest surprise of the show was the stuff we didn't see. We didn't see *Killer Instinct*, we didn't see *Cruis'n USA*, we didn't see *Ultra Doom*. As a matter of fact, the only thing we did see was the Ultra 64, two games and a bunch of video tape. Were we disappointed? Well no. If you'd seen the new *Mario* game, you'd probably understand why.

But it wasn't all fun and games for Nintendo. The Shoshinkai show is traditionally a time for the bad news as well as the good. Admittedly Nintendo hasn't had too much bad news in the past, but this year was the year of the Virtual Boy. Nintendo's bright red disaster has been in stores for almost a year, and in Japan, the machine has been reduced in price to around 60 bucks. When Mr. Yamauchi announced that the Virtual Boy "had not lived up to expectations", a silence descended upon the amassed crowd. Mr. Yamauchi was quick to point out that the Virtual Boy's lack of success was due to a lack of good games, and a lack of understanding on the part of the public. In fact, at no point during his speech did he mention the fact that the Virtual Boy isn't very good.

One other surprise announcement that the powerful one made was a new reduction in the price of Super NES games. In order to make way for the Ultra 64 and also in order to get rid of old 16-bit stocks, Super NES games will be soon dramatically reduced in price, possibly by as much as 50 percent.

But attention was being firmly focused on the Ultra 64 and the Japanese press were there in force. In Japan, everything Nintendo does is big news.

Mr. Yamauchi was at great pains to stress that Nintendo was about to come back in a big way. Time and time again he restated Nintendo's new drive towards high-quality product. No more shoddy clones, no more samey RPGs. The stress for Ultra 64 games is on quality, not quantity.

Now that's all well and good, but why has it taken so long for the Ultra 64 to get here? Well, again, Mr. Yamauchi blamed the delays on software. The Ultra 64 will not be released until a good catalog of games is available. And that means no Ultra 64 in the US until September.

This delay means the Ultra 64's US roll-out will be almost exactly one year later than the originally scheduled launch date. This is a situation very much like the launch of the original Super Famicom (Super NES) when Nintendo made a lot of fuss before actually showing the machine to anyone, again, very late.

The 64-bit monster will roll out in Japan in April, giving US developers even more time to add the finishing touches to their software. US pundits will see Nintendo's new machine at the E^3 show in Los Angeles next year.

Until then you'll just have to drool and drool. Unless that is you dare to turn the page and read the biggest, most complete Ultra 64 feature anywhere in the world. Everything you need to know about the most exciting new platform in video gaming is right here in these hallowed pages. *VIDEOGAMES* magazine *won't* be held responsible for filled pants.

The sleek design of the American Ultra 64 is complemented by a nice, sober, grey joypad. In Japan, the machine will come bundled with a brighter, more childish-looking controller. However, after years of extensive research Nintendo realized that the American consumer looks exactly like "The Fonz" (Arthur Fonzarelli, from TV's *Hoppy Days*) and is too cool to sport a day-glo joypad. Initial tests were made featuring leather, zippers and studs on the joypads, but these proved irritable after only a few hours of play. Suede joypads reacted poorly in moist circumstances and sweat produced naturally from the palms quickly ruined the "Suede-star Controllers" as they were codenamed internally. Or did I just dream that?

But How Do I Control The ULTRA 64?

Actually, it's pretty tricky to master on your first try. The Ultra 64 controller seems to have been designed with a lot of options in mind, but unlike any previous Nintendo controller, there's a fairly steep learning curve involved. The hardest thing to master is the brand new analog joystick located on the center "arm" of the Ultra 64. Nintendo's philosophy is that the Ultra 64 is a true 3-D machine and that that fact should be reflected in the controller. Using the joystick takes a little getting used to.

Now, the only game we got to try with this controller was *Super Mario 64*. Everyone here at *VIDEOGAMES* magazine is used to playing Mario games with a regular joypad. The problem with the analog stick is that it's just too accurate. Mario moves in any direction you push the stick, but it's hard not to push "up" when you actually want to go forward. When you do get used to it, the controller behaves impeccably.

The controller has been designed almost as three controllers in one. It does share a lot in common with the unit seen on the Virtual Boy. In fact, it's possible to use the Ultra 64 pad in exactly the same fashion, with two direction controls. This has obvious advantages for simulation-style games, but also has potential for all kinds of other game styles.

One of Nintendo's aims is to have game designers come up with completely new styles of game as a direct result of experimentation with the controller.

Fashion fans will be thrilled to learn that Nintendo intends to offer the Ultra controllers in a range of different colors. Why? Because it's trendy, that's why. Oh, and it also means that in multi-player games you can snatch up your pad based on its color, without trailing the lead all the way back to the front of the console.

The controller is really Nintendo's main focus with the launch of this new machine. In every other respect, the Ultra 64 is a perfectly ordinary unit. It does have more power and more

The Ultra 64 has a grand total of four joypad ports. This is a very deliberate ploy by Nintendo to encourage multi-player games. Of course, the 3DO has always had that facility. I can't wait to see *Ultra Bomberman*....

features than its Sega and Sony rivals, but technically, that's it. There are no new ideas in this hardware, only improvements on existing ones. The controller seems to be part of a spectacularly well planned strategy. This controller has been designed to get you talking.

Like the Sony PlayStation, the Ultra 64 accepts interchangeable memory cards for saved game data. Unlike the Sony PlayStation, the Ultra 64 memory cards slot into the back of the controllers. Again, a feature designed to draw attention away from the computer hardware and towards the creative and imaginative aspects of the whole package.

Nintendo isn't trying to sell you a new console, it's trying to sell you a new way to play and enjoy games. They might just pull it off.

The picture below highlights a feature Nintendo has rather dramatically called "The Z Trigger". Although that sounds like a doomsday weapon, it is in fact a rather ordinary fire button, but it feels very nice and is used as a brake in *Super Mario 64*.

Above is one of the more revolutionary features of the Ultra 64, the memory card system. Although they look and behave very much like PlayStation cards, they actually rest in a small cartridge port on the back of the controllers. Since the Ultra 64 is being pushed as a multiplayer system, this feature adds another bonus for team play. Instead of carrying memory cards and stuff around with you, you simply take your own controller, complete with memory card, to a friend's house, hopefully replete with all the data you need to kick his or her ass. Details are a little sketchy regarding both the cost and capacity of these memory cards, but the PlayStation is probably a good measure. So, around 20 bucks a pop, more than likely.

The Ultra 64 Joypad controller allows you to play games in three very distinct ways. The first picture shows the method employed by *Super Mario 64*, where you hold the center bar, and control Mario's 360 degree movements with the analog stick. The second picture shows the unusual combination of joypad and cross key, employed in much the same way as the *Smash TV* coin-op. The third is the most conventional method, used for games like *Street Fighter*, for example.

What's The Best Game For The ULTRA 64?

Mario is back—and in a very big way. *Super Mario 64* is the temporary title of Nintendo's first 64-bit title and at time of going to press, he's about 60 percent complete. When it's finished, Nintendo hopes that *Super Mario 64* will be indisputably hailed as "the best video game ever". High hopes, lofty ambitions, but then, isn't that what Mario was always about?

The game style is unconventional to say the least. Fans of the previous Mario games will recognize a couple of features, but this is a whole new ball game in most respects.

The most obvious difference between this and the other games is the perspective. It's three-dimensional. No more simple scrolling and running for Mario. Nope, now you have to deal with the mysterious "z-axis". People who live in the real world may well be used to walking around in three dimensions, but for us gamers, it's all a bit confusing and can often make us vomit.

The gameplay is remarkably simple (or at least it is when you get used to all the new joypad features, as well as the new-found freedom of movement. Mario can run, jump, somersault, pick up objects, throw them, climb things, swim, in fact all of the things he could do before and more.

Like the other games, *Super Mario 64* is split into worlds and levels, all of which are accessed through tapestries in a mysterious medieval castle. The effect when you pass through the tapestries is pretty awesome, but you should see the underwater levels move. This is where the drooling starts. This is where your parents get mad because you start looking at your Saturn or PlayStation with ill-disguised contempt.

The feeling of elation as you realize Mario has been freed from his 2-D constraints is intense. The instinctual control (using the analog joystick) is a joy to behold and it just plain feels right. Some of the appeal of this game is hard to put

into words; you really have to play it to understand, but you're going to have to wait a while. Nintendo has no plans to release either the game or the machine in the US until September.

Although this seems like an ideal candidate for a bundle, there's a good chance that Nintendo will choose something a little more hardcore, like *Ultra Killer Instinct*, or *Cruis'n USA*. Neither of these games were shown because Nintendo was very careful to focus attention on *Mario*.

Will it be the best game ever? Probably, but I bet Nintendo is kicking itself over *Jumping Flash* on the Sony PlayStation, the only true rival to *Super Mario 64*.

What Goes On Inside The ULTRA 64?

After two years of speculation and almost three years of development, you'd expect the Ultra 64 to be something of a technical revolution. Well, in some ways it is, but in others, the Ultra is remarkably ordinary.

The graphics chip, as everyone knows, is the result of close teamwork between Nintendo and Silicon Graphics. This teamwork was supposed to lead to a revolutionary new kind of graphics system. Silicon Graphics designs computers for high-end graphic tasks, like rendering the dinosaurs in *Jurassic Park*, or animating the characters from *Toy Story*.

When we first set eyes on the graphics for *Super Mario 64*, we were less impressed than we had expected to be. It was very, very smooth and very high-resolution, but somehow didn't appear to be the quantum leap everyone expected.

It was however, a pleasant surprise to note that there were no glitches, missing polygons or any of the things we've come to associate with 32-bit 3-D games. As a matter of fact, the graphics appeared to be flawless.

The Ultra 64 has a feature known as Mip-Mapping, which was turned off during the show. Mip-Mapping makes objects in the distance appear on screen in a more realistic fashion. It also does a bunch of other stuff far too tedious to be mentioned in our otherwise fun-packed pages. Nintendo had turned this feature off because it feared crash bugs might rear their ugly heads. The policy was that it would be better to show a clean version than an amazing version.

Nintendo is (at the moment) the only company to have shown a true 64-bit games console in a completed state. 3DO has shown its M2, and Apple has let us take a sneak-peak at the Pippin, but neither company has shown finished hardware. We'll just have to see the games to decide how cool the hardware really is.

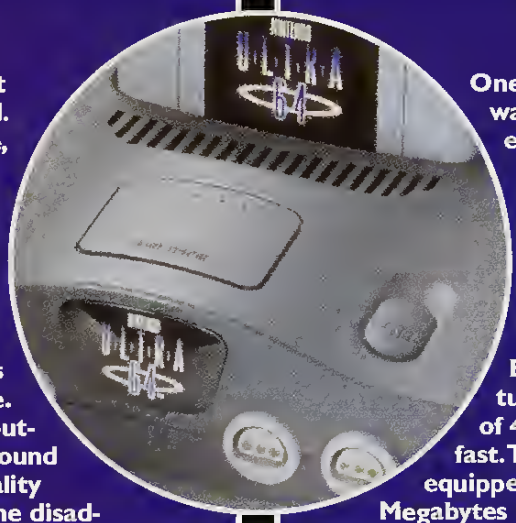
THE MAIN PROCESSOR

Nintendo's deal with Silicon Graphics has reaped quite a few benefits. the biggest of which is probably the main processor in the Ultra 64. It's a true 64-bit chip, and tech-fans may be interested to hear that it's a customized R4000, one generation ahead of the R3000A featured in the Sony PlayStation.

The 64-bit nature of the chip means it can process 64-bits of information simultaneously, speeding up everything from joystick control to advanced math. The chip has been clocked at 93.75 MHz, which is pretty fast. Much faster in fact than the average Pentium-based PC computer. Although these chips are normally super-expensive to manufacture, Nintendo is making such high quantities that the price of the internal hardware drops dramatically. This chip is backed up by a co-processor running at 62.5 Mhz, but purely aimed at graphics functions. The power of this chip has yet to be properly realized.

SOUND

One of the most important features in a game is sound. It helps create atmosphere, realism and musical flow. The Ultra 64 has a 64-bit sound processor featuring 64 possible channels of sound. Unlike PlayStation or Saturn games, Ultra 64 sounds will have to be created internally, or played as samples from the cartridge. The sound processor is reputed to be one of the best around and should provide CD-quality soundtracks and effects. One disadvantage, however, is the amount of memory required to use it.



MEMORY

One of the things Nintendo was very careful to place emphasis on was the memory management system contained inside the Ultra 64. Frankly though, it's about as interesting as watching paint dry. the technology was created by a company called RAMBUS Technologies and features a data transfer speed of 4,500 bits per second. Very fast. The Ultra 64 comes equipped with a stonking great 4.5 Megabytes of on-board memory, which means bigger playfields and more game on tap. Woo-hoo.

THE GRAPHIC TECHNOLOGY

This is of course the major function of any games machine. I mean, if you didn't have graphics, what would you have? Nothing, that's what. You'd have amazingly playable games with great sound, but you may as well have a bag over your head. Yup, the Ultra 64 has been designed from the ground up as a massive graphics powerhouse, largely thanks to the input from Silicon Graphics. This is literally the one to watch.

Yes, the Ultra 64 is 64-bit in every respect, including the graphics. It can display screen modes from256x224 to 640x480 pixels, which is quite a lot. It'll display these images flicker free and in literally millions of colors (32-bit). Built-in features include anti-aliasing (makes the jagged edges on lines disappear), mip-mapping (makes objects in the distance appear more gradually) and perspective correction. Games like *Doom* often look a bit skewed and bonkers in the foreground, this won't happen on the Ultra 64. The graphics chip is also eminently capable of handling simpler graphic tasks, like sprites and scrolling.

What Games Are There For ULTRA 64?

Of course, a games machine wouldn't be a games machine without some cool games to play on it, and Nintendo went to a great deal of trouble to make sure we saw some cool games at the Shoshinkai event. Some were amazing, some weren't, but all the games we saw had some redeeming features.

Nintendo's new policy means that there will be fewer games for this system than there were for the Super NES, but the general standard will be a great deal higher. Rumor has it that Nintendo will shelve any game that looks even remotely bad. Here's a selection of the games you'll be playing a little less than a year from now....

SUPER MARIO 64

Perhaps the most important game of all for Nintendo, this is the game the company plans to release on day one, when the Ultra 64 is launched in Japan. It's a fast paced, 3-D platform adventure from the mind of Mario's creator, Mr. Shigeru Miyamoto. Already the 50-percent completed game plays and looks like a dream. When finished, it should be a work of utter genius.

STAR FOX 64

The sequel to the Super NES *Storfox* has been shelved indefinitely, possibly because Nintendo wants to focus attention on the 64-bit incarnation of the game. *Storfox 64* already looks smooth and fast, but with the extra power afforded by 64-bit technology, it could be the definitive shooting game. It's quite a way off yet and the graphics still need to be heavily tweaked, but the boss monsters and explosions are fantastic. Look out for Fox McCloud and his pals next September.

WAVERACE 64

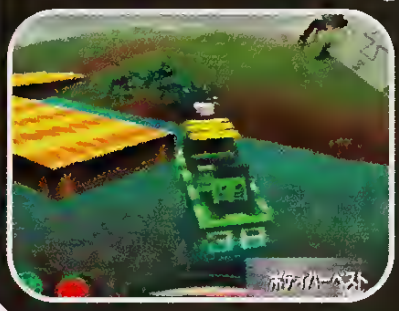
Quite a few people thought this game looked like *F-Zero* and in a couple of respects, they'd be right. This is the brainchild of *F-Zero* creator Shigeru Miyamoto and it owes a lot to that game. The action is fast-paced 3-D racing, with the kicker being that you drive a souped-up futuristic speedboat, which can change its shape at the press of a button, allowing you to pass through narrow bridges and tunnels. This looks like one of the most exciting titles for the Ultra 64 and certainly one of the most visually amazing.

CREATOR

After all these action games and all that shooting, wouldn't it be nice to relax with something a little more taxing? Enter *Creotor*, a title developed by Nintendo itself. *Creotor* is a good sim with a couple of things in common with a couple of games. it borrows elements from games like *Populous*, but is a lot more focused, with you being responsible for the evolution and upkeep of various species. All we've seen so far is the rolling demo, featuring a big T-Rex posing and flexing his muscles. The effects, lighting mapping and animation are all superb. Quite how the game plays is a bit of a mystery, but we'll find out soon enough when the good people at Nintendo decide to send us some more info, or better still, an Ultra 64 and a bunch of games. Go on Nintendo, send us the stuff we need.

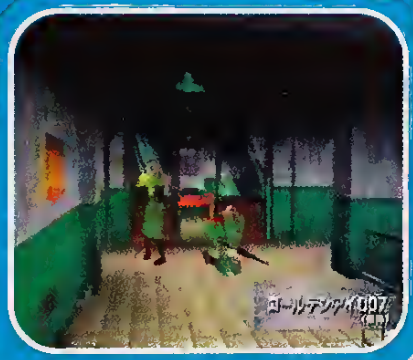
BODY HARVEST

This game comes from *DMA Design* in Scotland (remember, if it's not Scottish, it's crap), the people who brought you *Lemmings* and *Unirace*. *Body Horvest* represents quite a leap for *DMA*, as it moves away from wacky "concept" games and further towards classic action titles. *Body Horvest* can best be described as an updated version of *Desert Strike*, allowing you to use a huge variety of different vehicles to lay waste to various parts of the world. Cool, blow things up and run amok.



GOLDENEYE 007

Although the programming has been done mostly by Rare, this game has a distinctive look which separates it from any of its previous titles. *Goldeneye* follows the plot of the recent James Bond move, giving you the chance to thwart the plans of international terrorists as well as to use cool gadgets. The gameplay, making full use of the controller, can be likened to a cross between *Doom* and *Virtua Cop*, and it looks superb.

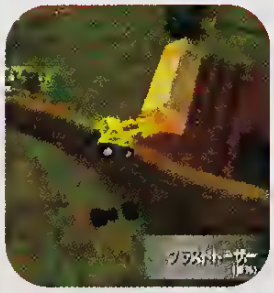


SHADOWS OF THE EMPIRE

Lots of *Star Wors*-related fun in this big LucasArts epic. 3-D blasting as well as *Doom*-style adventuring are the order of the day. Set somewhere between *Stor Wors* and *The Empire Strikes Back*, this game explores the relationship between bounty hunters, the Empire and the Rebel Alliance. It also explores the relationship between you, a big gun and a twisted alien space fiend.

BLASTDOZER

Now this looks good. Yet another Rare game, you get to drive around in great big utility vehicles, destroying as much privately-owned property as you can. The explosions and light-sourcing effects are phenomenal and *Blastdozer* looks set to revolutionize driving. And blowing things up.



LEGEND OF ZELDA

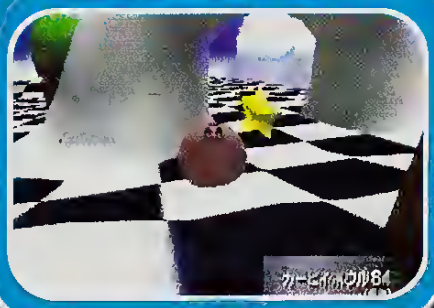
Nintendo has had a great history with the *Zelda* series of games and it was always presumed that a 64-bit version would appear around the same time as the new machine. This one looks like it might be a little late however, since Nintendo plans to release it at the same time as its top-secret Ultra 64 device, currently known as the Bulky Storage Device. Not much is known at present with regards to how *Zelda* will play, but similar puzzles and an all-new 3-D environment are definite inclusions. The character animation is incredible.

BUGGIE BOOGIE

This game made me feel a bit nervous and afraid. It's from Angel Studios, the people who did the graphic design for the amazing (looking) *Lawnmower Man* movie. Their graphical expertise is obvious in this sharp-looking, *Doom*-style drive-'em-up. The high resolution play area and the spectacular vehicle animation promise that this will be one of the most intense Ultra 64 experiences available. A couple of glitches were present in the animation, but this is at an early stage, and may not be available for the April launch.

KIRBY BOWL

Doh! Kirby on a snowboard in a game that doesn't look any better than *Motor Toon GP*. It plays OK, but this was one of the lowlights at Shoshinkai, even at this early stage.



SUPER MARIO KART 64

OK, we admit it, we nearly peed our pants with sheer delight when they first showed *Super Mario Kart 64*. The best-ever foray into the world of driving games has been given a 64-bit facelift and should be available at launch. it has all the features of the original game, but check this out: you can play a four-player, split-screen version of the game on one TV set and nothing slows down. it looks, sounds and feels impossibly good. As soon as we can find fresh diapers, we'll give you more information. *Super Mario Kart 64* is the game to watch on Ultra 64.

What's In Store For ULTRA 64?

BULKY STORAGE DEVICE

Although the Ultra 64 is to be a cartridge-based machine, Nintendo does have plans to release a device it refers to as the "Bulky Storage Unit" which theoretically allows the Ultra 64 to read and write vast amounts of data. The drive will be based on Magneto optical technology, much like that used in the Mini Disc format.

It's very expensive to manufacture cartridges and this unit would allow Nintendo to make games that require a lot of audio-visual data. The first of these games is to be *Drogon Quest*, a sequel to a series of games that's immensely popular in Japan, but pretty much unheard of here. *Zeldo* will follow quickly. Nintendo promises that the "write" facility will ensure styles of game previously impossible on a home console. Sounds cool.

Nintendo plans to keep the Ultra 64 development team small for the moment, but as the company builds momentum towards the launch, you'll see a lot more software companies pledging support. The future looks bright for this hot new console.

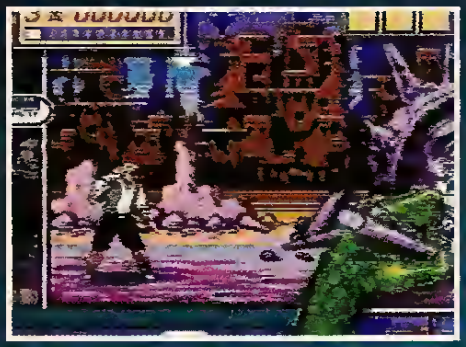
WIN! WIN! WIN! WIN!

Not one, not two, but... 3

SEGA NOMADS

The Sega Nomad is indisputably the best hand-held video-games machine on the planet. The opinion in the VideoGames office is that Nomad kicks ass—it kicks Game Boy's ass, it kicks Lynx's (remember that?) ass and it generally kicks ass all over town. Fabulously powerful and infinitely portable, the Nomad will ensure that you sir, or madam, are the coolest kid on the block. And unbelievably, Sega has given us three of the darned things to give to three lucky readers! And you don't even have to do anything to win, except send us your name, address and stuff like that on a postcard! The winners (three of 'em, remember?) will each receive a Sega Nomad. The second placed entry will receive a Sega Nomad with a battery pack, and the first placed winner will receive a Sega Nomad, a battery pack, an AC adapter and a copy of Comix Zone, one of the most innovative games ever made!

SO WHAT ARE YOU WAITING FOR?



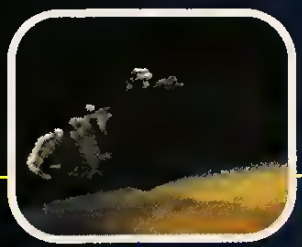
Yup, you can play *Comix Zone* on the toilet, in a subway train, in a vast jar of pickles. If you win the first prize, you actually get *Comix Zone* free. Remember, the Nomad is portable, but you can also plug it straight into a TV set for maximum effect!

TO ENTER:
Send a postcard (no envelopes, please) with your name, address and age to:
NOMAD CONTEST
c/o *VideoGames* Magazine
PO Box 17379
Beverly Hills, CA 90209-3379
Entries must be received by April 31, 1996. Mutilated, incomplete or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.

ELIGIBILITY AND LEGAL STUFF: Contest is open to residents of the United States and Canada Employees of Sega Of America, its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L F P Inc , printing suppliers and the immediate families of each are not eligible Contest void where prohibited, restricted, or taxed by law Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners Winners will be announced in the July '96 issue of VideoGames

First Look Sony PlayStation

Shock Wave
Operation Jumpgate



1 Player Action Game
Developed by EA Studios
Published by EA
Available Spring 1996

Electronic Arts made serious waves among 3DO owners last year with the release of *Shockwave 2019*. The subject matter was'nt so original but its execution was nearly flawless. PSX owners will now be able to play *Shockwave* and its first sequel, *Operation Jumpgate*.

The original *Shockwave* puts you into the combat boots of Wildcard, the rookie in a squad of hard-nosed space pilots. Earth has been attacked by a massive alien armada, and you and your mates are deployed from an orbiting battle cruiser and charged with engaging the enemy in a variety of locations, beginning with a dogfight among the pyramids of Egypt. *Shockwave* is set up like a linear flight simulation. You view the action from a comfy seat in the cockpit and you're able to pilot your ship with pretty much total freedom within the geographical boundaries of an engagement.

Operation Jumpgate takes place seven years after the first *Shockwave*. The alien menace has been discovered hiding in our solar system and this time you must engage the scum on the distant moons of Mars.

First Look

Sega Saturn
Sony Playstation

FOX HUNT

Over three hours and 20 minutes of full-motion video, transferred from 16mm film. Starring Timothy Bottoms and George Lazenby, the guy who played James Bond in *On Her Majesty's Secret Service*.

1 Player Interactive/Adventure Game
Developed by 3Vision
Published by Capcom
Available January 1996

The thrill of it all.

Another exciting moment in FMV.

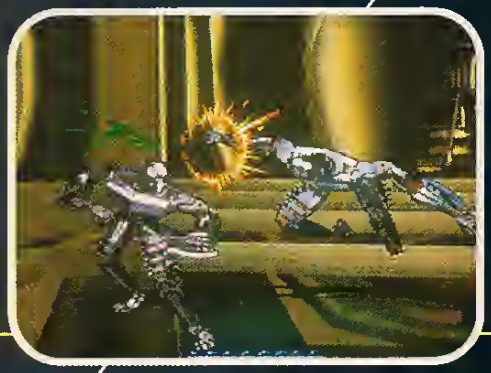
The "interactive movie" isn't the most popular genre in the video-game industry, as no one seems to have been able to reconcile full-motion video and good gameplay. The supposed "marriage between Hollywood and Silicon Valley" seems to have proven both trite and illusory. Those publishers who've used full-motion video to replace computer graphics altogether have managed to breed sorely disappointing product, whose only redeeming quality is its kitsch value. Gamers who are wary of FMV titles are wary for good reasons, namely low resolution and frustrating controls that offer little interaction.

But Capcom claims to have evaded FMV's shoddy reputation by providing a game that actually looks like a feature film and actually plays like a video game. *Fox Hunt* includes three hours and 20 minutes of full-motion video, transferred from 16 millimeter film and comprising 735 scenes. Thee game was filmed over 33 days in Los Angeles, California and Aspen, Colorado. Rob Lowe, in a special guest appearance, is the most noteworthy of the cast, filling the role of Edison Pettibone, the "King of the Infomercial."

In *Fox Hunt*, you play as Jack Fremont, a regular-guy type who's been recruited by the CIA to intercept the "Fox," a former KGB Colonel, and his plans to incinerate Los Angeles with missiles from the old Soviet nuclear arsenal. The Fox was sent to the U.S. in the early seventies to infiltrate American media and created nearly all of America's most popular TV shows in an effort to destroy America's morals through bad television. Uh... it didn't work(?). The plot becomes more complicated with double agents, hired killers, the Russian Mafia, and a beautiful CIA agent named Lisa with whom Jack would like to make a love connection.

Gameplay involves dodging bullets, skiing, skydiving, and hand-to-hand combat. You have the option of traveling multiple paths, along which you look for information and clues and make real-time decisions. The game boasts 10 different outcomes and more than 20 different action sequences, claiming "the most realistic live-action fight sequences yet created for interactive entertainment." Well, let's all hope so.

RISE 2: Resurrection



Don't you wish you were a robot? I sure do.

Put your brain in a new body and destroy Electrocorp!

Egad! I'll go one-on-one with anybody who doubts my claim that *Rise Of the Robots* was one of the absolute worst fighting games to ever sully the cartridge ports of my 16-bit systems. Guess what? There's a sequel? I'm shuddering, but it seems as if Acclaim is trying its best to correct the sins of the past.

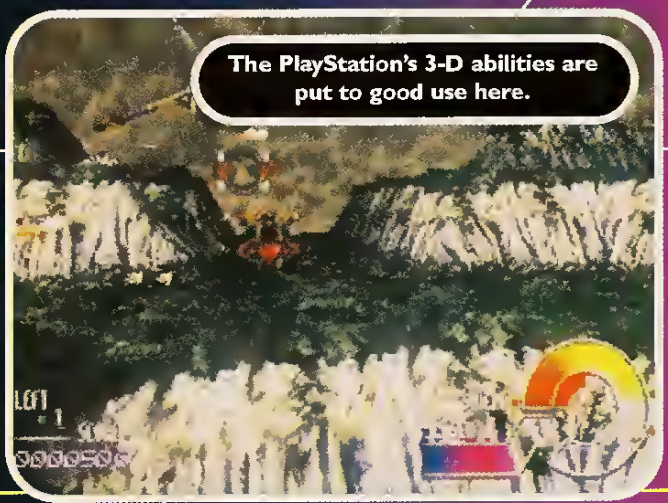
Rise 2: Resurrection finds the hero of the first *Rise*, Coton the Cyborg, in search of a new body so he can continue his fight against the villainous Supervisor at Electrocorp. Wow! You can actually choose different robots to fight as this time instead of being forced to fight as the lame silver default cyborg of the original! A landmark in game design! Jinkies! Yes, I'm being sarcastic, but what do I know? I only criticize these things for a living, mind you. There are 18 (count 'em) robots to choose from this time, and each robot has 15 base moves, four special moves and a "termination" move. Cool! Survival Research Laboratories: The Game! The graphics are "3-D" and the music has been provided once again by Brian May of Queen. Let's just hope it's good.

1-2 Player Fighting Game
Developed by I don't know yet
Published by Acclaim
Available Spring 1996

Jupiter Strike

A nice mix of rendered cinematics and cool 3-D textures lifts the look.

In essence, this is just like any other mindless scrolling shoot-'em-up, but with a 3-D perspective bolted on for visual effect and impact.



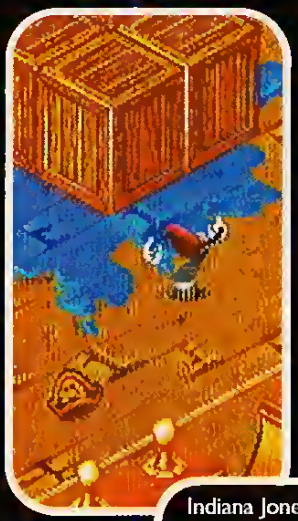
The PlayStation's 3-D abilities are put to good use here.

1 Player Shooting Game
Developed by Taito
Available February

Don't think that Acclaim's forgotten about PlayStation-owning shooter fans. There's another Taito-developed game in the wings, ready to be unleashed on the public. Known in Japan as *Zeitgeist*, it's been renamed *Jupiter Strike* for American release. Game purists take note: The only thing that's been changed here is the name. You'll be getting the full Japanese experience, whether you like it or not. *Woo-hoo!*

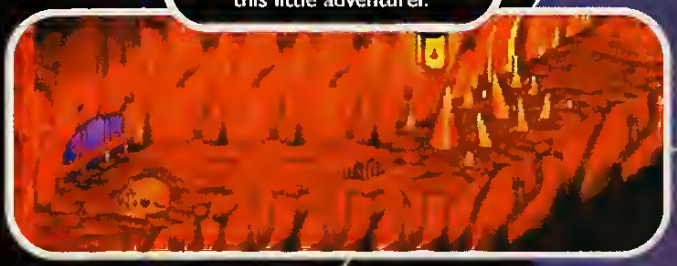
It all begins in the near future. Earth is being attacked by an unnamed (but suitably nasty) alien army, and, as is often the case, YOU are the Earth's only hope for salvation. This situation is made rather more desperate by the fact that YOU couldn't fly a spaceship if your life depended upon it. Actually, come to think of it, your life *does* depend on it, as do the lives of billions of humans. *Jupiter Strike*'s third-person view may remind you of games like Crystal Dynamics' *Total Eclipse*, but it's definitely its own game with its own unique personality. Unlike many shooters that feature third-person views, *Jupiter Strike* allows you to switch to a first-person perspective. In addition to that, the game features sumptuous 3-D graphics, pumping sound, multiple weapons (including a lock-on laser) and cool cinemas that explain just what the hell is going on. Yahoo!

SPOT GOES TO HOLLYWOOD



Indiana Jones has nothing on this little adventurer.

Here we Spot in the hit Aft-Ha video. Unfortunately, all of Spot's scenes ended up on the cutting room floor.



That wacky Spot is at it again, taking his cola-related hijinks to new heights on the Genesis. *Spot Goes To Hollywood* is an enjoyable romp through cliche movie scenes that will prove to you that no matter how inane or stupid a mascot is, he can still get his own platform game.

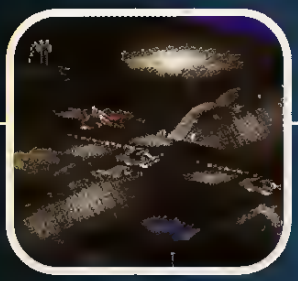
You play Spot. The object of the game is to get to the end. On the way you'll have to tangle with some unpleasant antagonists bent on making sure you don't succeed in your mission. Did I mention it was a platform game?

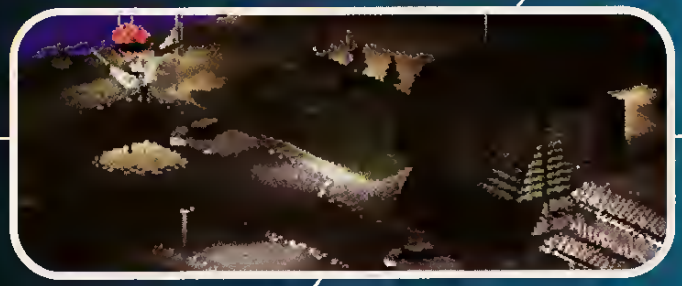
The looks of this game differ little from the 32X version. Maneuver Spot along a 3/4 view screen and make sure not to bump into anything nasty. The cleverness and humor of the original, which made Spot such a refreshing platform game, has suffered not a jot in the translation over to the Genesis. As well as the humor, you'll find all of the same levels and items. Travel from the deck of a pirate ship to the bowels of an eerie dungeon. All in all, you won't be able to tell the difference between this version and the 32X version.

1 Player Unplatform/Adventure Game
Developed by Eurocom
Published by Acclaim
Available Now

First Look Sony PlayStation

SYNDICATE WARS





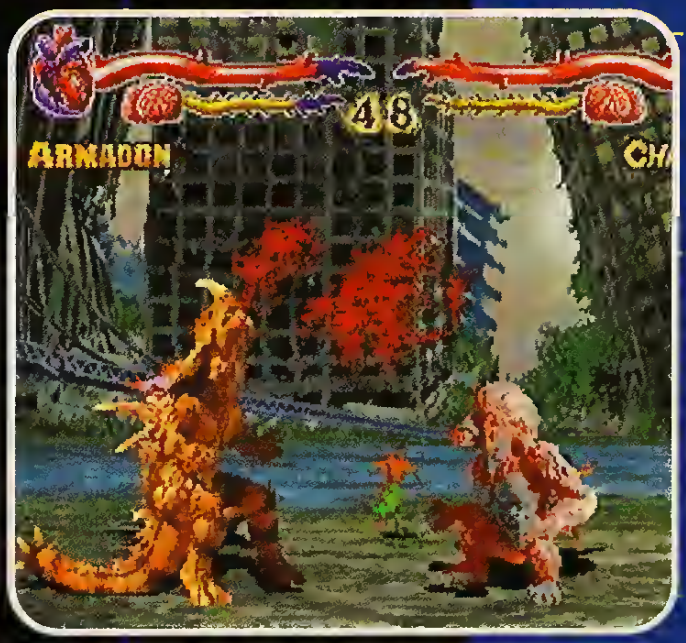
Years from now, the world will be ruled by one monolithic company called The Corporation. PC and 3DO gamers helped The Corporation rise to power in Bullfrog's original *Syndicate*, and now PSX owners will be able to do the same in the sequel, *Syndicate Wars*.

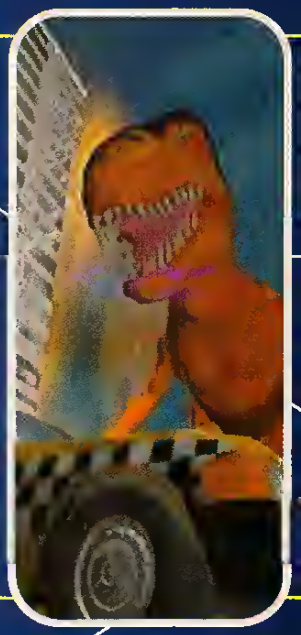
Syndicate and *Syndicate Wars* are anything but your normal, run-of-the-mill strategy games. Your aim in the original *Syndicate* was to do anything in your power to take over the world and put your Corporation in the Number One spot. In its innovative 3-D isometric interface, you guided your team of operatives around various cities, undertaking missions for your parent company, be it an assassination or destroying a strategic building.

In *Syndicate Wars*, you can either be the representative of The Corporation, the operative of a religious cult or the leader of a biker gang. New features include a 360-degree rotating landscape with full light-sourcing, totally immersive city environments (everything in a city is destructible), video streaming (play the CD footage of your choice on the sides of buildings) and new weapons, including Napalm mines and razor wires.

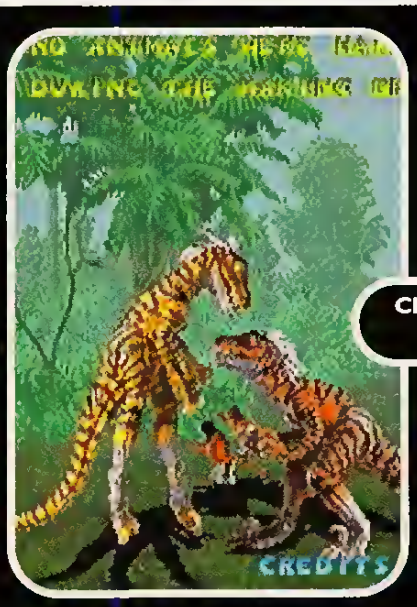
1 Player Action/Strategy Game
Developed by Bullfrog
Published by EA
Available March 1996

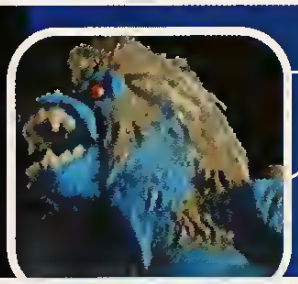
PRIMAL RAGE



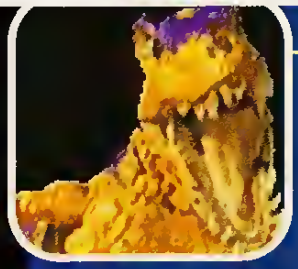


The PlayStation version of *Primal Rage* is almost arcade-perfect, complete with blood, gore and rank flatulence.

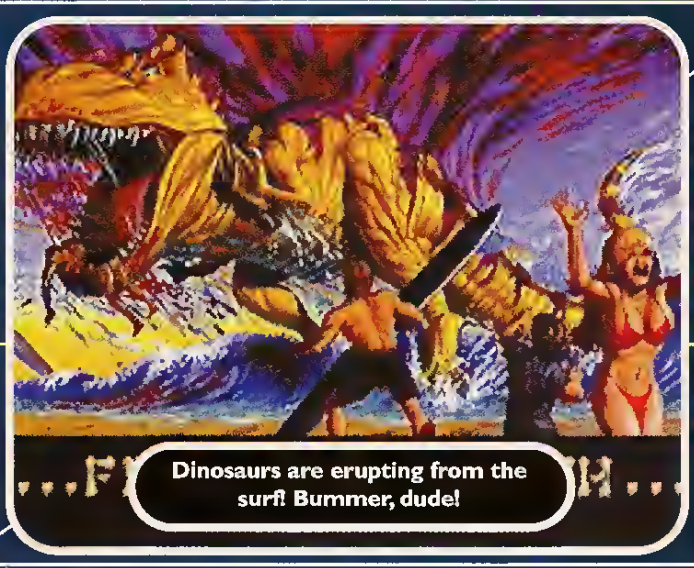




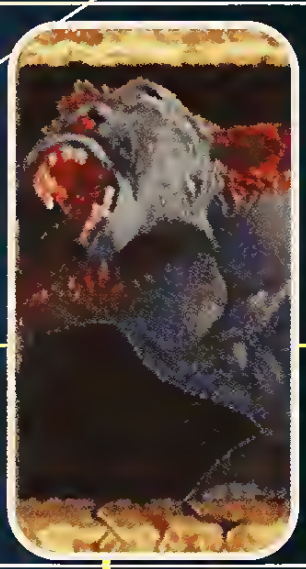
Close yer mouth, son, yer breath stinks!

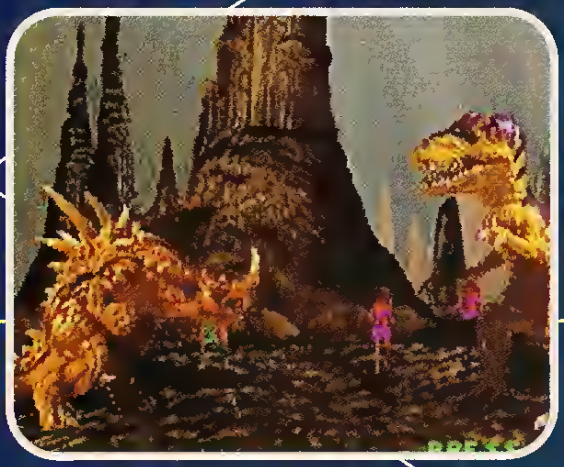


1 or 2 Players Fighting Game
Developed by Sculptured
Published by Time Warner
Available February 1996



Dinosaurs are erupting from the surf! Bummer, dude!





Rage. There used to be a time on this planet when, if you were the angriest of the angry, your place in the hierarchy of lifeforms was assured. If you could get angry enough to rend and tear the living, beating heart out of your reptilian (or simian) opponent, then you'd be livin' on easy street. Those halcyon days are evoked in *Primal Rage*, Time Warner Interactive's latest home adaptation of the arcade hit.

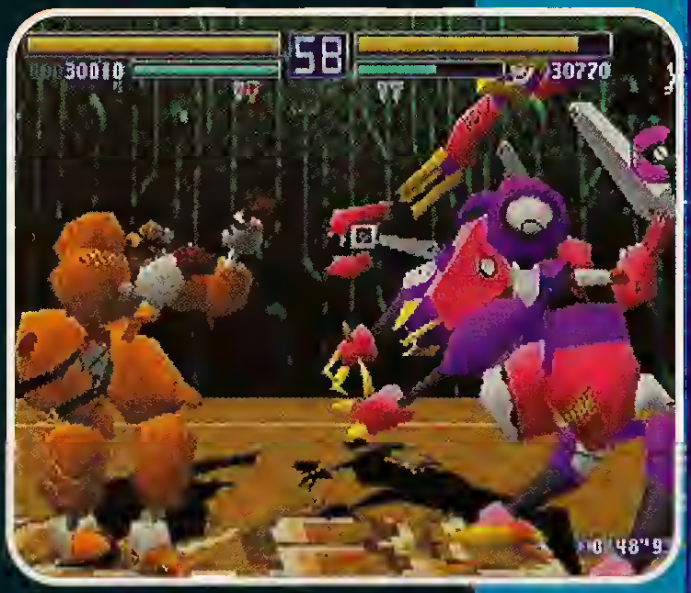
The plot is too confusing and convoluted to recount in its full quasi-mythological glory but, in a nutshell, a meteor has collided with Earth, cities are destroyed, humanity slides back into the Stone Age, and the old "gods", uber-dinosaurs banished to suspended animation in the bowels of the Earth, have been set free. It's party time! The dinosaur gods wage war against each other in single combat to decide who gets to reign in blood over the new "Urth". Wicked.

Every dino from the arcade game is present, and all the special moves have been retained in this version. In addition, *Primal Rage* on the PSX has the added advantage of being played on a controller similar to the arcade's original four-button set-up, a feature which SNES owners didn't have a problem with, but which annoyed Genesis fans no end.

This version of *Primal Rage* is, accordingly, almost arcade-perfect. The high frame-rate almost (but not quite) captures the Harryhausen-esque feel of the arcade game. The fatalities have survived intact, as has the ability to eat lowly humans to replenish your energy. you can set the options to "No Gore" if you'd like, but all of your friends will undoubtedly mock you (and rightfully so). There is also a training mode which allows you to practice your deadly craft, a Tug-Of-War (in which you and your opponent share one life bar) and an endurance mode, in which you and your opponent fight a fast-paced, four-dinosaur battle against each other.

First Look Sony PlayStation

ZERO DIVIDE



Zero Divide has garnered a fairly large following in Japan, largely thanks to the Virtua Fighter-style play mechanics. The block button is the key to this similarity.

2 Player Fighting Game
Published by Time Warner
Available First Quarter 1996

Big robots striking each other with reckless abandon.

"Ring Outs" are common, but you can catch the edge!

Get ready for yet another smooth 3-D game for the Playstation. *Zero Divide* isn't lacking in originality as it sets itself apart from other fighting games with cool robotic characters. The action is similar to *Virtua Fighter*, but doesn't move as fast as that game. You have a choice of eight units, with the option of different colors once you have beaten the game. The guy you're out to defeat is Xtal who will comment on the matches and who you will eventually face at the end. The combo system mainly relies on chain hits that juggle the opponent in the air. You have a vast array of fighting maneuvers and depending on which character you play as, you can shoot weapons or use light sabers to demolish your opponent.

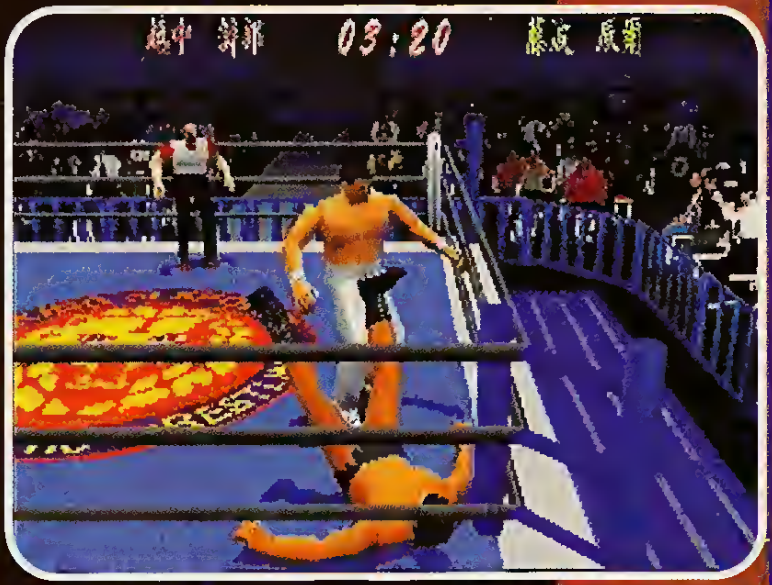
There are ring knock-outs, but if you don't hit your opponent hard enough, they can hang on the ledges and pull themselves back up! Another cool feature is the ability to break off pieces of your opponents armor which become disabled so there is a whole separate level of strategy involved.

The stages in *Zero Divide* are among the best ever in a fighting game, with unbelievable transparencies and true 3-D backgrounds. The sound effects are nice, with realistic armor mashing, and the music is pretty catchy.

All in all, another great title to watch out for and unlike some other 3-D fighting games out for the Playstation, (Hint: it starts with a "C" and ends with "com") it not only looks good, but plays well too. If it keeps this kind of standard up then Time Warner is going to be a force to be reckoned with. Don't forget that the company is also releasing *Primal Rage* for the PlayStation and Saturn, effectively making them the biggest publisher (if not developer) of red hot fighting games. *Zero Divide* has a lot of cool features.

First Look Sony PlayStation

TOUKON RETSUDEN: NEW JAPAN PRO-WRESTLING



Now a wrestling game wouldn't be a wrestling game without a wide range of nasty moves. Mastering the holds, grapples and slams is going to take weeks of practice, and pain.

Atomic Drop

Body Slam

Choke hold

Elbow Drop

Figure 4

Pile driver

Suplex

Top Rope

Outta There!

Pin Him!

1 or 2 Player Sports/Fighting Game
Developed and Published by Tomy
Available Now in Japan

Forget about all those other lame wrestling games out there. It looks as though the King of the Ring won't come from the WWF, but the NJPW.

With the help of a 3-D ring and some polygons, Tomy has produced the most realistic (well, you know what I mean) pro-wrestling experience next to *Saturday Night's Main Event*. This game has it all: the classic moves, hot graphics, and fast action. It even has a guy dressed up in a flashy, sequin jumpsuit, with a mask! Alright!

The look of the game is superb. All of the characters are rendered with fluid, realistic movements, and each has his own signature moves and abilities. To make viewing the match more enjoyable, you have the option to switch to any of four camera angles: each view from one of the corners of the ring. Also, it would appear that Tomy did their homework. All of the moves that the characters can perform are the outrageous classics that we grew up watching. There are the suplex, figure four, superplex, pile driver and sleeper hold; to name a few. Each move has been carefully animated to show all of the steps in performing such devastating (and utterly ridiculous) moves.

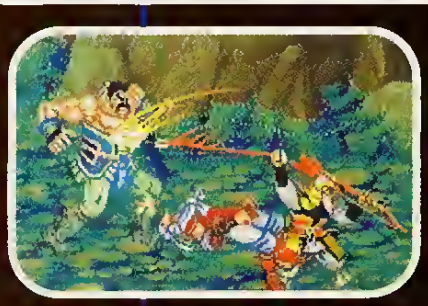
I haven't finished the game, so I don't know how many bosses and secret characters there are, but you do have a pool of ten wrestlers to choose from the get-go. While in the Japanese version you'll find no familiar faces, after playing awhile, you'll recognize the different fighting styles and personalities of the wrestlers.

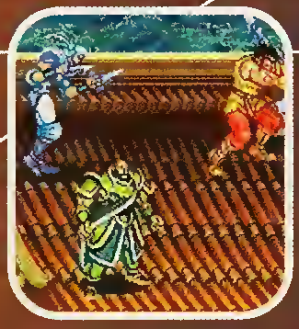
All we can do is pray that this game makes its way over the Pacific. Gameplay like this should not be denied to anyone—especially in a genre that has suffered so much injustice. If it does make it over here, pray that buffoons like Boink and Razor Ramon get no where near it. A game like this deserves nothing but the greats, like Jimmy "Superfly", Rowdy Roddy and Junk Yard Dog.

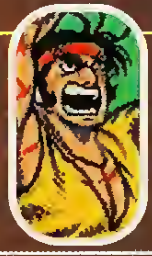
First Look Sony PlayStation

WARRIORS OF FATE

You will find many items to help you on your way. Discover new weapons and food to heal what ails you. Knock a rider off his horse and you've got yourself a steed.







1 or 2 Players Adventure Game
Developed/Published by Capcom
Available Spring 1996

Japanese medieval mayhem at its best.

"I will crush you with my mighty sword and really nifty mace!"

Get me a copy of the new Video Games! I love that Sportswire News.

I think you're pretty groovy. Let's go check out a movie.

Side-scrolling action games are quickly becoming a dying breed on the next-generation platforms, but Capcom is doing its part to keep the genre alive in its port of the 1992 arcade game *Warriors of Fate* to the PlayStation.

The plot comes straight out of Far Eastern legend: Five heroes (the warriors in question) have been selected to undertake a quest for Kuan Ti, the Emperor of Shang Lo. Things are looking bleak for Shang Lo. The hordes of the barbarian Akkila-Orkhan have invaded the kingdom and are pillaging and sacking it like there's no tomorrow. You (and a friend if you so desire) have been charged with giving Akkila-Orkhan's forces their eviction notice. Cool! It kind of sounds like the story of a Jet Li movie!

Warriors of Fate is a perfect reflection of its original arcade manifestation, even down to the somewhat limited frames of animation for the characters. Players can choose from five different characters with radically different moves and special abilities. The warriors can find caches of weapons, including (but not limited to) a charging horse! The game also features multiple endings! Just in case you Sega fans are wondering, a Saturn version will be available a month after the PlayStation version is released, so cool your britches.

First Look

JAGUAR

ATARI KARTS

Jaguar owners will be pleased to know that a total of 35 titles should be available to them within the next few months, including 12 new CD titles and 14 new cartridge titles. A comprehensive list of recent and upcoming games would look something like this: *Defender 2000, Missile Command 3D, Breakout 2000, NBA Jam Tournament Edition, Fever Pitch, Charles Barkley Basketball, Brett Hull NHL Hockey, SuperCross 3D, Attack of the Mutant Penguins, Fight for Life, Phase Zero, I-War and Ruiner Pinball*—all cartridges, as well as *Formula One Racing, Highlander, Baldies, Myst* and *Battle Morph* for the Jaguar CD. Even a Jaguar conversion of *Mortal Kombat 3* should show up on the market by the end of the winter quarter.

You'll find *Atari Karts* amongst this virtual plethora of Jaguar entertainment. Atari didn't hesitate to make obvious the relationship between *Atari Karts* and the Super NES game, *Super Mario Kart*, a super-cute go-cart racing game featuring Mario, Luigi, Donkey Kong Jr., Yoshi, Bowser, Toad, Princess and Koopa Troopa. *Atari Karts* definitely doesn't have the advantage of an all-star cast like this. Anyway, you remember it, right? And if you're at all familiar with *Super Mario Kart*, then you've pretty much got the gist of *Atari Karts*. The wacky characters, the split-screen two-player mode, the Mode 7 graphics—it's all *deja vu*.

Atari Karts boasts 11 different characters with different driving skills and personalities, hi-res, texture-mapped backgrounds with various terrains—hills, ice, sand, and four different skill levels, as well as the two-player, split-screen option. Race around picking up various pick-me-ups that can either be bonuses that give you a boost or hazards that prove detrimental to your driving acumen.

And if you're wondering why the *Super Mario Kart* imitation? Well, think optimistically. *Atari Karts* may prove to be just as fun. However, it could just as easily turn out to be terrible. Oh, it's a dreadful risk we take when we preview games. I mean, you never can tell.

2 Player Racing Game
Developed by Atari
Available December

Creature Shock

1 Player Action/Adventure Game
Developed by Disney Interactive
Published by Data East
Available Spring 1996

***Creature Shock* was originally published exclusively for the pleasure of CD-i owners, but Sega Saturn lovers (and before too long, PlayStation fans) will very soon be able to play this futuristic shooter that brings to mind some kind of unholy union between the *Alien* movies and *The Seventh Guest*.**

The year is 2123. You're part of a rescue crew, sent to the moons of Jupiter to discover the fate that befell the crew members of the exploratory vessel *Amazon*. Communication has broken down between Earth and the ship, but a mysterious distress beacon leads you to its last known location. Your mission: discover what went wrong.

Creature Shock is set up into two types of game. There are very impressive 3-D exploration sequences in which you wander through the claustrophobic confines of a mysterious alien structure. Rendered aliens attack you from all sides, and the atmosphere is heavy with death and decay. Chilling. The other half of the game is all 3-D, shoot-'em-up outer-space action. Rendered cut scenes which impress and bedazzle. Cool.

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

PANDEMONIUM INCORPORATED

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with Pentium 133 Mhz processor, 16 meg. ram, 1.2 Gig. hard drive, CD-ROM, 17" monitor, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CA$H! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W ___
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .... H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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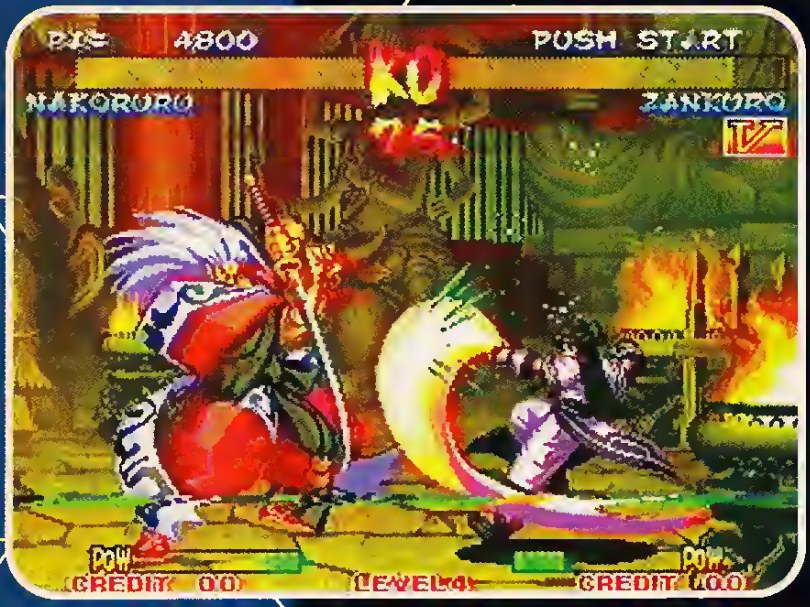
CIRCLE #110 ON READER SERVICE CARD.

First Look

NEO•GEO

SAMURAI SHOWDOWN 3



As the fervor for *King of Fighters '95* begins to die down, SNK releases another version of its popular series, *Samurai Showdown*. Opting to go with a new look and different fighting styles rather than just update the old version, *Showdown III* is sure to turn some heads and throw those of the Old School for a loop.

Samurai Showdown II plays like an amalgam of *King of Fighters* and the older *Showdown* games. Expect to see evasive maneuvers, counters and the ability to power-up for outrageous super-moves. Also, SNK has deleted some of your old favorites, like Charlotte, and have replaced them with a gaggle of new fighters, fully equipped with punked-out hair and ridiculous names.

As far as playability's concerned, *Showdown II* is brilliant. But it's different from its predecessors. Apart from the new facets mentioned above, throws have different results; there are two fighting modes for each player, called Chivalry and Treachery, and combos are more extensive. What you've got is a totally new fighting experience that should please all.

1-2 Players Fighting Game
Developed by SNK
Published by SNK
Available Now (Arcade) 1996

First Look 3DO

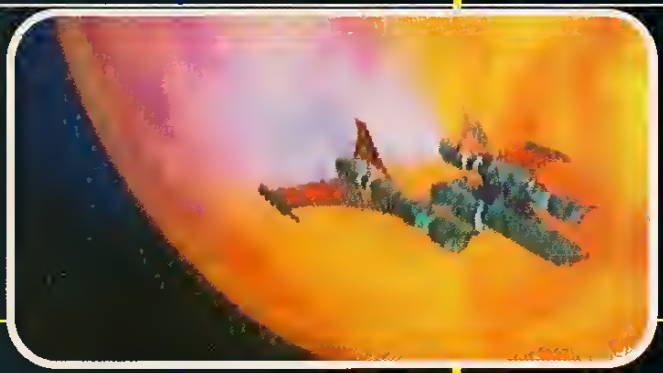
STAR FIGHTER

"The President's pod has landed somewhere near the Trade center. Your job, Plisken, is to go in and get him out."

1 Player Flight Sim/Shooter Game
Developed by Studio 3DO
Published by Studio 3DO
Available Now

Didn't they make a movie with the same name?

Go into a spin and dive at your target, guns blazing.

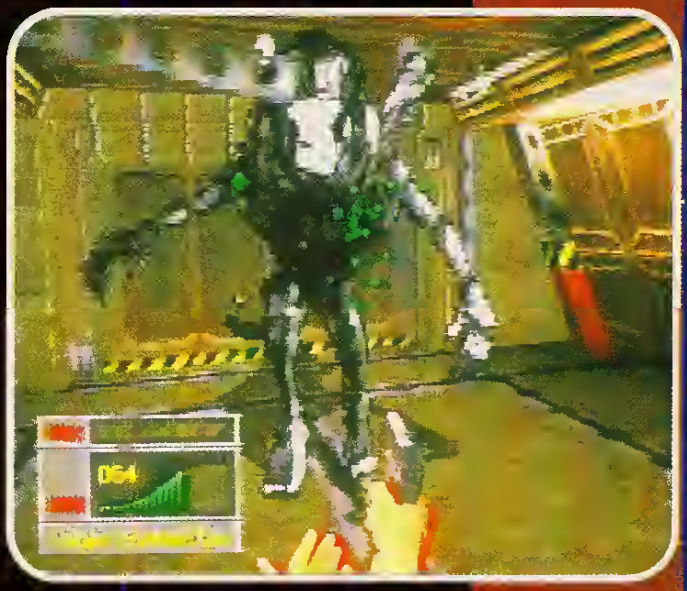


One genre of game that is becoming annoyingly common is the spaceship flight sim. I don't know about you, but I'd have to say that all of the *Shockwaves* and *Solar Eclipses* have pretty much cashed me out in this area. Let's face it, these games are boring and repetitive and contain little thought. Naturally, seeing this game sitting at my desk made me feel a a bit of trepidation. With a deep sigh and a glance at my watch, I slid *Star Fighter* into my PlayStation and hoped it would be painless.

I was surprised. *Star Fighter*, while not playing much differently from other, similar titles, somehow put the hook in me. You play a FedNet star fighter who is training to fight... whoever; that's not important. What is important is for you to know your ship well and be able to successfully navigate the treacherous missions ahead because the enemy that you're up against is bent on destroying Earth. Normally, this could cause problems for any neophyte flier, but worry not, here. *Star Fighter* eases you into gameplay. The first few missions don't plunge you directly into combat, but instead take you by your hand and walk you through the ins and outs of flying. You'll need to learn to dock, maneuver and shoot stuff before you're called on to use these abilities in later missions.

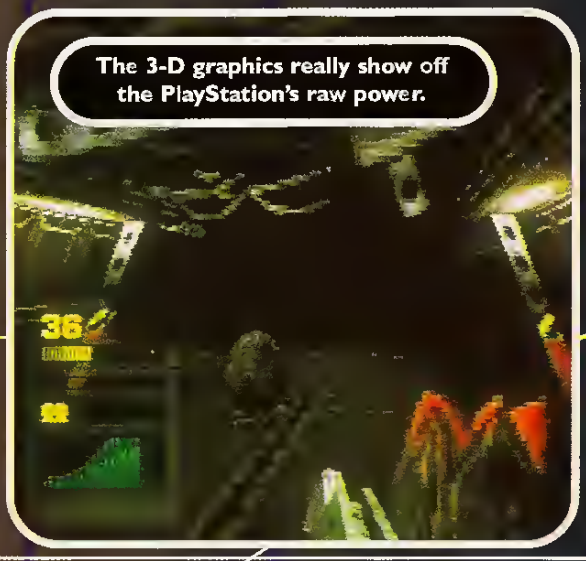
Star Fighter boasts 360-degree flight control, 3-D environments and such carnage favorites as a missile cam and explosion instant replay. The graphics are a step above prior space sims on the 3DO. With keen scrolling and some nifty-looking backgrounds, *Star Fighter* is a smooth ride, especially when used with the Flightstick Pro. An interesting aspect is the music of the game. The background music plays more like the background sounds of one of those relaxation tapes more than a combat simulator. One thing that can prove tricky is the ship controls. The ship you pilot is very touchy, so go easy on the D-pad or you might go into a barrel roll when you need to bank. Beyond that, you'll find that *Star Fighter* plays fairly well and looks much prettier than other spaceship sims. Whether or not the final package is tempting enough to own, is yet to be seen, you'll just have to wait until next issue to find out.

Alien Trilogy



Although the game is pretty faithful to the movie, it lacks the vocal talents of Bill Paxton screaming, "Game over man, game over". Any *Alien* game worth its salt would have the hysterical Mr. Paxton in it.

1 Player Action/Adventure Game
Developed by Probe Software
Published by Acclaim
Available Spring 1996


The 3-D graphics really show off the PlayStation's raw power.

Creepy music accompanies the action, making me feel nervous.

Deep in the blackest reaches of space lies a secret so terrifying that the Earth Government will do anything to cover it up, even if that means risking human life. Which is kind of a bummer if you happen to be a Colonial Space Marine, because in space, no-one can hear your scream. Yup, it's *Alien* time again, this time thanks to the good folks at Acclaim who think we need another helping of xenomorphic fun.

Alien Trilogy is a pretty epic adventure that combines elements from all three *Alien* movies into a fast-paced action game. At first appearance, you might be forgiven for thinking this was a somewhat claustrophobic-looking version of *Doom*. Don't be deceived though, because action-packed as *Alien Trilogy* is, you're going to need brains as well as brawn to get through the first little level.

Unfortunately for you, the aliens in this game are smart, deadly and come in lots of different shapes and sizes. Most annoying of these are the face-huggers. These little buggers attack you by the dozen, leaping onto your face and making some very strange noises. Then the big aliens show up, some shaped like humans, some shaped like dogs. And then you have to contend with rogue cyborgs, collapsing spaceships and maze-like levels.

If all this sounds a little too taxing, you may take some refuge in the knowledge that you'll end up armed to the teeth. Finding all the weapons will take some doing, but isn't that what they pay you for? All in all *Alien Trilogy* represents everything that 32-bit gaming should. The graphics are beautiful, using the PlayStation hardware to the max and the spooky soundtrack will have you cowering behind the couch before long.

Figuring out the puzzles on the levels while constantly blasting the marauding aliens is a stressful experience. This game will undoubtedly be compared to *Alien vs. Predator* on the Jaguar, but this PlayStation game is a lot more tightly paced and a hundred times better-looking. The elements from the three movies have been tied together perfectly, and the plot zips along as you move from level to level. Each new task presents you with a bunch of surprises and if this isn't one of the most sought-after PlayStation games, then I'm a multi-millionaire from Croydon.

PC ZONE

BY JOHN PATTERSON

PREVIEWS - - -

Vintage Violence...

Get ready for automotive mayhem, because one of the hottest driving games for the Sony PlayStation has just come crashing onto the PC. Along with *Ridge Racer*, *Wipeout* and *Twisted Metal*, *Destruction Derby* pulls no punches and bars no holds (wha...?) as it takes you through a demolition derby that's more realistic than you can imagine in your wildest drivin' dreams. With accurate physics modeling that calculates each car's action-and-reaction handling, and spectacular polygons accompanying each collision, *D.D.* offers three vehicles to drive, covering novice, pro and expert levels of difficulty, plus five tracks to race on and my own personal favorite arena, the no-rules, totally anarchic and deadly crunch zone—The Bowl.

Strap yourself in and get ready to have your teeth rattled and your bones shaken. The car chases in *Bullitt* and *The French Connection* have nothing on this baby!

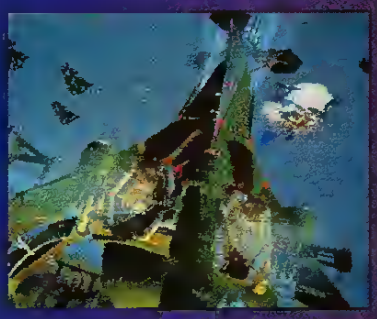
Destruction Derby comes to you courtesy of the good, crazed people at Sony.

H.R. Giger 'n Stuff

Looking pretty tasty in the Sci-Fi/Fantasy CD-ROM stakes right now is *Dark Seed II*, the long-awaited sequel to the nightmarish and twisted original *Dark Seed*. This modern-day Gothic horror story casts the player in the role of Mark Dawson, a sci-fi writer recovering from a nervous breakdown, who discovers he's the prime suspect in the murder of his high school sweetheart, Bummer. In order to find the real killer, Dawson takes a mind-bending and terrifying journey from his all-American hometown (just as "normal" as you'd feared it would be: Mayberry meets Salem's Lot) to the hellish Dark World, domain of the Ancients, a diabolical race of unspeakable cruelty (etcetera...) whose fiendish and cunning plan it is to (uh-oh...) conquer the Earth. One of these days a game will feature a fiendish and diabolical race whose modest ambitions stop at knocking over gas stations or shoplifting cigarettes. Anyway, one unique feature of the *Dark Seed* games, and especially this sequel, is that the Dark World settings are derived from the artworks of legendary Swiss surrealist painter, H.R. Giger, whose designs were previously used for the sets and the creature in *Alien*, and more recently, *Species*—not to mention album covers like Emerson, Lake and Palmer's *Brain Salad Surgery*. Giger's art was digitized into three dimensions to create the macabre and realistic waking nightmare through which Dawson must travel. The game features 30 characters in various shades of lunacy, 75 detailed 3-D landscapes, tripped-out dream sequences which may or may not be flash-forwards, and numerous horrible, lunch-launching cinematic sequences of horror and gruesomeness.... Here, the boundaries between perception and reality, sanity and psychotic behavior become indistinct (a bottle of Vodka can also have this effect, children).

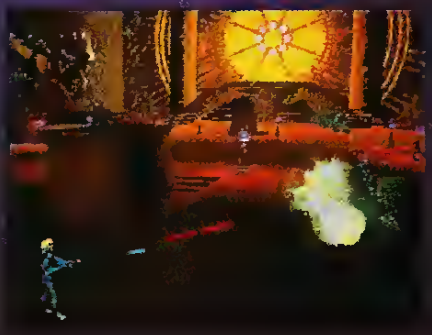
Dark Seed II is available from Cyberdreams in Windows and (in Spring) Mac versions.

What's Buzzin', Cousin?



The flood of games developed exclusively for the new Windows 95 operating system will soon be breaking over our heads, and one of the first will be Trimark Interactive's *The Hive*, incorporating true 32-bit autoplay technology, stereo sound and 16-bit graphics. *The Hive* will also incorporate sophisticated action sequences along with never-before-seen "panoractive" gameplay, offering the player 360-degree movement from a fixed position. You'll be charged with the daunting task of saving the galaxy from a swarm of mutant superbees called Hivasects, whose "honey" is sought by the evil Noir Dyne Corporation, which plans to use it for its own nefarious purposes as a biological weapon. You'll experience a space dogfight, a crash landing, a trip to the home planet of the Ancients, a gun battle on foot and the rescue of a female compatriot. Time to pull on that black-'n-yellow hooped sweater, sharpen up the sting in your tail and get ready to make 'em buzzzzzzz off!

For more information, call Trimark Interactive at 310. 314-3008



PERIPHERALS - - -

Windows for 'Tards!

If you've been in a maximum security penitentiary under a Grade 5 lockdown for the last six months or living on Mars (or living in an institution for claiming you were living on Mars, whatever...), you may not be aware of the existence of something known to your better-informed fellow human beings as Windows '95. This piece of, um, "software", as it's quaintly known to its eleventy gazillion, uh, "users" is an updated and apparently improved version of an, oh dear... "operating system"... Wait a minute, why am I telling you all this? I'm not gonna waste my time with you. You're as dumb as a box of rocks. What you need is a new CD-ROM called *The Improv presents Windows '95 for the Technically-Challenged* (that's you, ya big 'tard!). Computer novices, computer virgins and just plain computer losers can access the hidden secrets of the new age of information technology and keep laughin' as they do it. *Windows '95 for the Technically-Challenged* offers simple and straightforward exercises in interactive learning and takes the novice through all the intricacies of the operating system which, like it or not, will dominate the PC for the next several years. Sections include: This Old Mouse, Shape Up with Sergeant Systems, Hardware: The Under PC World, What's Nouveau, Achieve the Perfect State of Windows with Guru ROM DOS, Desktop Advice with Auntie Virus and A Nightmare on Taskbar Street—more than enough character-based, highly amusing and, most important of all, comprehensible, technobabble for those of you who find yourselves at a southern, slow stoopid, or just "special" point on the Windows '95 learning curve. Kinda like Stand-Up Comedy Traffic School, a nice way to sugar the pill. Time for your medicine, children!

For more information, call Graphix Zone at (714) 833-3838

This Sidewinder is Wide Awake!

The latest joystick to come to the attention of the *VIDEOGAMES* Joystick Monitoring Committee this month is the Microsoft Sidewinder 3D Pro. It's

a powerful digital-optical joystick offering, among other things, eight buttons, throttle control, a multiway switch and full 3-D rotation. The last of these makes for challenging gameplay, enabling rudder control, extra maneuverability, strafing, intermediate POV changes and numerous other features. Precise and reliable controls lend more visceral excitement and realism to your gameplay, and it also offers backward compatibility, so it'll work with all your MS-DOS- and Windows-based games. What more could you possibly ask for? Strap yerself in, wrap yer mitts around the Sidewinder and—hey!—kill everybody!

The Sidewinder Pro retails for $59.95

Simuleyes

Wrap these round your peepers, folks. SimulEyes is a Virtual Reality experience like no other. Stereographics originally invented its liquid crystal technology for virtual reality pilot training, military simulation, and for robotic exploration of earth, sea and space. Now, like so many toys developed for the big boys in the military to play with, it's recently been redeployed in the entertainment field, so now the rest of us can act like a bunch of big kids too. The SimulEyes VR eyewear system and compatible software for PC is easy to install, capable of resolutions up to 1024 x 768, weighs next to nothing, looks way natty, and provides you with vivid 3-D realism in your gaming, plus all the associated thrills you'd expect. And the retail price, about $179 a throw, puts it within reach, price-wise. Three dimensions, four-eyes!

For more information, call StereoGraphics at (800) Sim-Eyes.

REVIEWS - - -

Magic Carpet 2: The Netherworlds

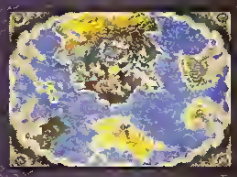
Those crazy Brits at Bullfrog are at it again. *The Netherworlds* is the new and improved sequel to the original *Magic Carpet*. Yet again, the old demon Vissuluth has emerged from the bowels of Hell and taken over a number of the said Netherworlds. Your job is to ride your magic carpet and use a number of spells—either individually or in combination with each other, for a grand total of 75 spells—to overcome seven of Vissuluth's dastardly assistants, as well as a splendid variety of enemies. Some of the enemies hail from the original *Magic Carpet*, like the swarms of wasps and the wyverns, and others, such as hydras and devils and the like, are making their first appearance here in the sequel.

Assisted by your old mentor, Kafkar, you'll find that, whereas success in the original depended on stacking up a number of points (in the form of mana), the missions here are just that: you'll need to achieve certain mini-tasks in order to complete the entire mission and then move on to the next level. Kafkar will direct you from one obstacle course to the next, letting you know whether you've been successful or not.

The most pleasing thing about *The Netherworlds* is that all the features that made the first *Magic Carpet* so compelling and so beautiful to play—the graphics, the sound and the gameplay itself—have been souped up and improved, something I'd scarcely thought possible. These of course, are the very things that the Bullfrogs think of their house style, so of course they're gonna go for broke to keep us gasping. The graphics are simply breathtaking: light-sourcing, reflections, the new environments, the incredible spell visuals—and that they're as good as they are is a tribute to the design team's imagination and attention to detail. Most designers would have been happy with half the level of quality on display here. And in terms of sound design and the musical accompaniment, much the same kind of praise is in order. It's stunning.

If you were a fan of the original *Magic Carpet*, you're in for a treat: with network play an option (but not modem play, sadly) and all the other gameplay options given the maximum zip, pep and zing, this is one Carpet that won't be needing a vacuum cleaner any time soon.

Magic Carpet 2: The Netherworlds is available from Electronic Arts for $59.95



REVIEWS

Welcome to the new look VIDEOGAMES review section. Why did we change it? To make it bigger, brighter and easier to read, that's why. Everything is nice and simple and best of all, the reviews are the most accurate, honest and groovy in the whole world. Why? Because we play those games until our fingers bleed. You'll find us red-eyed and tired from late nights busting open the hottest new game titles. So, let's get on with the show and check out those new games!

THIS ISSUE:

A smorgasbord of game-related fun this month, with some of the finest 16- and 32-bit titles around. Even Atari seems to have pooled its resources for the Christmas period. We have a ton of new games, but our new section, Game Of The Month highlights *Virtua Fighter 2*, Interplay's most violent outing yet. You can almost smell the blood as you and a team of escaped nutcases wander around a labyrinth filled with danger and yes, mirth.

1 Yikes! Even stinkier than a big bag of really stinky things. Hopefully nothing will ever get a "one" rating, but you never know. It's all uphill from here.

10 Now ten is the theoretical perfect game. There have been one or two in the past, notably *Tetris* and *Super Mario World*, so you get the idea.

VOLTAGE FIGHTER GOWCAIZER

FIGHTING • 1-2 PLAYERS
PUBLISHER: SNK • DEVELOPER: TECHNOS
(310) 371-7100

Thirsting for another Neo Geo fighting game? Well, here you go. VOLTAGE FIGHTER GOWCAIZER is another entry into a long line of formula fighters that have made Neo Geo what it is. Unfortunately, this title isn't nearly as satisfying as some of the most recent hits, like KING OF FIGHTERS '95 or WORLD HEROES PERFECT.

You can choose from eight different cyber-fighters, one of which is the character that the game is named after (gee, I wonder who the best fighter in this game is). Where GOWCAIZER differs from other SNK fighters is that once you defeat an opponent, you can now use his or her special move. Building up an arsenal of special moves will make you a butt-kicking machine after a while. These moves are cool and usually involve a ton of pyrotechnics, so expect a little flair.

The problem with this game lies in its playability. I can't put my finger on it, but the game just isn't as "tight" as other Neo Geo fighters. The battle tend to be short, and don't offer much variation. On top of that, the timing seems a bit off, making play awkward. A fair game, but not worth more than a couple of quarters.

NEO•GEO CD

6

RUINER PINBALL

ACTION • 1-4 PLAYERS
PUBLISHER/ DEVELOPER: ATARI

Last issue we reviewed a game called LAST GLADIATORS for the Saturn. It was the quintessential pinball simulator, perfectly recreating the look and feel of the most classic of arcade games. And after having played (and played, and played...) that, being forced to give this game a whirl was like pulling teeth.

RUINER PINBALL resembles most pinball games on the 16-bit systems, from DRAGON'S REVENGE to CRUE BALL. The emphasis isn't as much on ball physics as it is on the various kinds of wackiness that are triggered by hitting a certain drop chute, or the like. There are plenty of flashing colors, strange noises and over-the-top reactions.

This cartridge contains two different pinball games. One is called Ruiner, where you play on a huge table, trying to avert an invasion by a foreign land. In The Tower, you must cast three spells in order to topple an evil sorceress' tower of...well, evil.

While this game is O.K., it doesn't deliver the goods. The stories aren't THAT compelling and the graphics are no better than a 16-bit system's. On top of this, RUINER PINBALL doesn't simulate the feeling of actual pinball play, and herein lies the game's greatest weakness.

JAGUAR

5

REVOLUTION X

SHOOTER • 1-2 PLAYERS
PUBLISHER: ACCLAIM • DEVELOPER: RAGE
(516) 624-8888

I don't make it to the arcade much, but they tell me that this game was quite popular as a coin-op I can see why. It's a shooter that includes the hot tunes of Aerosmith It looks as though whatever made it so cool in the arcades has disappeared somewhere in the translation, because I can't find too many redeeming qualities in this game

The story unfolds like this The Bad Boys from Boston have been kidnapped (or kidnap-ed, as Clouseau would say it) and it's up to you to save 'em Many of the objects you'll see in the game are music-related and most of the locations, when you're done shooting them up, look like a hotel room after G 'n R have been partying there

There are lots of little problems with this game, from graphics to sound to playability, but the biggest problem I had was the fact that it doesn't support a Game Gun What kind of SPED develops a shooting game without Game Gun support? It is baffling—almost as baffling as the idea of putting a game that showcases music on a system like the Genesis

GENESIS

6

CYBERIA

ADVENTURE • 1 PLAYER
PUBLISHER/DEVELOPER: INTERPLAY
(714) 553-6678 • previewed last issue

Adventure games are a flighty genre. It's part of their style to be a little slower than games in other genres, with better thought-out content. As a result, adventures that aren't designed well tend to act like a strong dose of Nyquil, putting you to sleep faster than a presidential speech.

I'm happy to say, though, that Interplay has managed to rise above the tedium that so many adventures contain to create CYBERIA, a compelling interactive movie that'll keep you glued to your cushion. CYBERIA has you going through all the motions, much like BURN CYCLE or LOST EDEN, but here there's pizazz The graphics and sound are fantastic, really putting the zap on you early in the game On top of that, CYBERIA mixes up the format to add spice. Switch from walking around and exploring, to hopping into the seat of a cannon in order to blast enemies out of the sky

The interface is quite easy, using only a couple of buttons, and not allowing you to stray too far from the direction you should be going. CYBERIA pulls you along through the story, but you don't mind, because the ride is so enjoyable If you're into games like D'S DINER AND BURN CYCLE, CYBERIA will be a treat you won't want to miss.

PLAYSTATION

7

DIRT TRAX FX

ACTION • 1-4 PLAYERS
Publisher:Acclaim • Developer:Sculptured

Motocross racing is one of the hidden joys of American culture, but it's been notoriously absent from video-game screens. Arcade games like ENDURO RACING, EXCITEBIKE (the all-time classic) and MOTOCROSS GRAND PRIX for the 32X have done little to satisfy my craving for this sport of kings Well, maybe not kings, but minor nobles at least.

DIRT TRAX FX means to change all that. This Acclaim game allows you and a friend (and more with a multi-player adapter) to race against each other on a variety of bikes on a variety of tracks You can choose from a roster of different racers with gnarly names like Blade and Slade, but who all look like harmless polygons.

Even though this game has the letters "FX" in its title, don't be fooled It doesn't take advantage of the FX chip which gave games like STAR FOX and STUNT RACE FX their amazing 3-D feel.What DIRT TRAX FX does deliver is a relatively fun simulation of the pleasures of digging your tires into a pool of mud and shooting yourself and a 600-pound bike over a berm

Even though EXCITEBIKE is still the king, DIRT TRAX FX has a lot to offer. It has variety (its motorcycle "tag" game is an especially cool feature) and a few annoyances (the graphics are somewhat muddy and undefined), but if you're a fan of the sport, it'll tide you over until the inevitable 32-bit motocross game.

SNES

7

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FEBRUARY '96 SURVEY

Expires June 23, 1996. *Please circle only one answer per question*

1. Age: a) 11 or under b) 12-14 c) 15-17 d) 18-24 e) 25-34 f) over 34

2. How many games do you own? a) 1-5 b) 6-10 c) 11-15 d) 16+ e) none

3. Is there a computer in your home? a) Yes b) No

4. If yes, do you have a modem? a) Yes b) No

5. When buying or renting games, what is your preferred category? a) Sports b) Action c) Fighting d) Shooting e) RPG f) Adventure g) Puzzle/Strategy

6. Do you plan to buy a video game system within the next: a) 3 months b) 6 months c) 9 months d) 12 months e) none

7. If yes to question 6, what type of system? a) Playstation b) Super NES c) Genesis d) Saturn e) Neo•Geo CD f) 3DO g) Jaguar h) Game Boy i) Game Gear

8. What type of system do you currently own? a) Playstation b) Super NES c) Genesis d) Saturn e) Neo•Geo CD f) 3DO g) Jaguar h) Game Boy i) Game Gear

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HI OCTANE

RACING • 1 PLAYER
PUBLISHER: EA • DEVELOPER: BULLFROG

In the computer world, the name Bullfrog is a byword for quality and excellence. Its first development for the PlayStation is the futuristic racing game (what, another one?) Hi-Octane, and unfortunately, it's a minor step down from their previous classics. But a step down for Bullfrog simply puts them on the level of the rest of the world, so Hi-Octane isn't so much a failure, it's just fairly average.

Once again you must put yourself in the seat of a hovering car hurtling along at extremely high speeds, and once again you have weapons at your disposal with which you can blow your fellow racers to kingdom come. Yes, it's bound to be compared to Psygnosis' Wipeout, but, unlike Wipeout, you actually have a nice cache of weapons to use, and you can actually destroy the other cars. Hi-Octane also allows you to choose from seven vehicles which range from a compact hover-car to a burly truck.

What Hi-Octane doesn't have, however, is the sophisticated and clean graphics that Wipeout has. Don't get me wrong, they're still beautiful, but they just don't have the punch or impact that Wipeout did.

The greatest thing about Hi-Octane is the fact that it shows that Bullfrog can actually develop a good game for the PSX. If this is indicative of things to come, then I can't wait to see what they're going to do with Syndicate Wars and Magic Carpet. Woo woo, I'm wagging my eyebrows right now.

PLAYSTATION

8

CUTTHROAT ISLAND

ACTION • 1 PLAYER
PUBLISHER/DEVELOPER: ACCLAIM

Well kids, it's yet another movie adaptation from Acclaim, and (did you expect anything less) it's not the greatest game ever to be committed to chip, but it's not so bad either. In fact, it's kind of like a good cheese sandwich, fulfilling, but not gourmet.

Cutthroat Island is based on the film of the same name starring Geena Davis and Matthew Modine. I suppose it roughly follows the plot of the film (I wouldn't know, I haven't seen it), because you can take control of either the female captain (who wields a mean cutlass) or the rogue pirate fella (who has a nifty double knife technique). If you're feeling really friendly, a friend can join in on the fun and play the other character.

The game is basically a South Seas version of the proven Acclaim licensing formula. Like Maximum Carnage and a multitude of other titles, Cutthroat Island is a side-scrolling beat-'em-up. Enemies attack, you hit them a few times, they fall down and you continue on your merry way. Not the most original gaming concept, but it gets spiced up by levels in which you have to take control of runway carts and the like. And hey, there's always the concept: pirates. You can't go wrong with pirates. Pirates are the bomb, so even though Cutthroat Island isn't the best game I've ever played in a while, I still must give it some props.

SNES

6

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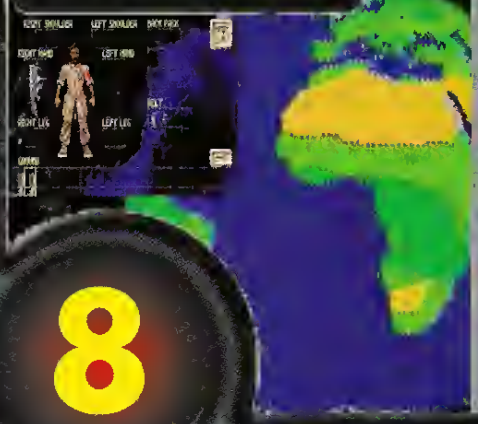
X-COM UFO DEFENSE

Strategy/Action • 1 PLAYER
PUBLISHER/DEVELOPER: Microprose



8

It's the edge of the century and of the millennium, and, as if to punish mankind for thinking they were going to have a pleasant 1999, a mysterious alien race decides that it's time to invade and destroy. As commander of the forces of X-Com, it's your duty to build bases and deploy forces to deal with the alien menace before it overruns the planet.

X-COM UFO DEFENSE was a huge hit for Microprose when it was released for the PC. It and its sequel, TERROR FROM THE DEEP, blew away gamers with its cool combination of strategy and action and incredible depth of gameplay. The PlayStation version faithfully translates the feel of the PC game, but the question is, will PSX gamers respond to something as cerebral as this?

I hope so While X-COM is pretty mind-bending (the badly-written instruction manual doesn't help) its still really fun. At the beginning of the game, you must pick a spot for your first base and await the UFO onslaught As the game progresses, the action gets fast and furious. Many of your decisions are made while looking at a huge world map, but when you engage the enemy on the ground, the graphics really kick in as you battle aliens at close quarters in turn-based gameplay reminiscent of WARHAMMER 40K.

Novice gamers and those with short attention spans should probably avoid X-COM because it'll give them a headache, but for those of you with an appreciation for sci-fi epics, it's the logical choice.

PLAYSTATION

CUTTHROAT ISLAND

ACTION • 1 PLAYER
Publisher: Acclaim • Developer: Sculptured

7

Cutthro[illegible] The name [illegible] images of swash[illegible] pirates, mo[illegible] treasure and [illegible] cresting wave they fle[illegible] the cannons of bloo[illegible] buccaneers, a[illegible] new movie by Jenny Harlin is out and thrilling au[illegible]ences around the co[illegible] sequently Acclaim [illegible] released video-game versions of the film.

In the Gameboy version of CUTTHROAT ISLAND, you hit the high seas as Geena [illegible] her piratical glory. The game roughly follows the plot of the film as you [illegible] your way from location to location on the island trying to track down various [illegible] of pirate junk

The action is similar to arcade classics like DOUBLE DRAGON Using your trusty blade (and whatever else might be handy), you stab and parry your way through hordes of pirate knuckleheads and various nasty bosses While it isn't the most origi[illegible]nal set-up for a game Cutthroat Island still has enough variety to distract "gamer on the go" There's a variety of special moves that your character can perform (including cool foot sweeps, backflips, and charging slashes) interesting sound effec[illegible] (look out for the neat clanging swords effec[illegible]) and [illegible] strong female lead [illegible] not [illegible] greatest game ever released for the Gameboy, but [illegible] entertaining in its own [illegible]

GAME BOY

SOLAR ECLIPSE

SHOOTING • 1 PLAYER
PUBLISHER: CRYSTAL DYNAMICS
DEVELOPER: BULLFROG

7

SOLAR ECLIPSE is Crystal Dynamic's sequel to last year's space shooter TOTAL ECLIPSE. If you're familiar with TOTAL ECLIPSE, then SOLAR ECLIPSE will feel like having a cup of coffee with an old friend—it's familiar, yet new at the same time. If you've never seen either game before, take a look because you might be pleasantly surprised. The story begins at La Grange (no, not the place mentioned in the ZZ Top song) a mining colony on Janus, a moon of Saturn The colony has been eradicated by a mysterious alien force and you and your squad of crackerjack fighter pilots (commanded by Claudia Christian of TV's BABYLON 5) are sent to investigate. What you find is a virtual hornet's nest of alien scum gunning for your hide Whoo-pee!

The action in SOLAR ECLIPSE ranges from the caverns of Janus to the cold reaches of space. You have the option of either viewing the game in a normal chase view or you can switch to a first-person perspective The premise isn't too original, but SOLAR ECLIPSE has a ton of gameplay. The graphics are nothing short of amazing (they're a big improvement over TOTAL ECLIPSE, which wasn't bad in itself) and the FMV is artfully included and thankfully subdued.

SATURN

SEGA GENESIS™

Title	Price
Air Diver	$15
Aladdin	18
Alien 3	16
Altered Beast	6
Arch Rivals	13
Asterix & Rescue	13
Attack Sub	28
Batman	16
Batman & Robin	39
Batman Forever	39
Batman Returns	18
Battltds/Dbl Dragn	28
Beauty Beast-Roar	18
Beavis & Butthead	25
Big Hurt Bsbl	49
Bill Walsh Ftbl	13
Bill Walsh Ftbl 95	22
Boogerman	35
Boxing Legends	18
Bubsy	25
Buck Rogers	13
Bulls vs Blazers	9
Bulls vs Lakers	8
Buster Douglas Bxg	12
Cal Ripken Bsbl	19
Capt America	15
Castlvnia Blood	18
Cliffhanger	13
Coach K Bsktbl	39
College Football	22
College Ftball 2	49
College Ftbl USA 96	49
Columns	28
Comix Zone	39
Contra Hard Corps	32
Cool Spot	19
Cyborg Just	12
Desert Strike	28
Double Dragon	16
Double Dragon 3	16
Dr Robotnik's	19
Dynamite Duke	12
Earthworm Jim	36
Earthworm Jim 2	59
Ecco The Dolphin	18
Ecco Tides of Time	22
ESPN Baseball	16
Eternal Chmpns	16
Evander Hlyfld	13
Exile	18
F 117 Night Storm	25
F 22 Intercptr	16
Faery Tales	15
Fantasia	16
Fatal Fury	15
FIFA Soccer	18
FIFA Soccer 95	32
FIFA Soccer 96	45
Flashback	15
Foreman For Real	38
Forgotten Wrlds	5
General Chaos	16
Ghouls Ghosts	12
Golden Axe	12
Golden Axe 2	16
Golf	12
Greatest Hvywts	25
Hard Drvin	12
Hardball 3	11
Hardball 94	18
Home Alone	16
Immortal	18
Incredible Hulk	22
Jammit	17
Joe Mntna	7
Joe Mntna 2	8
Joe Mntna 3	8
Joe Mntna 94	11
John Madn	8
John Madn 92	7
John Madn 93	8
John Madn 94	9
John Madn 95	25
John Madn 96	55
Judge Dredd	32
Jungle Strike	29
Jurassic Park	15
Jrassic Prk Rmpgn	$22
Justice League	35
King/Monsters	19
Kings Bounty	10
Krustys FH	18
Lakers Celtics	8
Land Stalker	19
Lethal Enfrcr	18
LHX Attck Chppr	13
Lion King	29
Little Mermaid	29
Marble Madness	26
Maximum Carnage	25
Mega Turrican	18
Mercs	15
Mchl Jksn Mwlk	13
Mickey & Donald	25
Mickey Mania	29
Mickey Ms Cstl	18
Might & Magic	29
MLBPA Bsbl	18
Monopoly	45
Mortal Kombat	13
Mortal Kombat 2	29
Mortal Kombat 3	58
Ms Pac-Man	28
Mutant Lg Ftbl	18
NBA Action	13
NBA Action 95	29
NBA Allstar Chlg	8
NBA Jam	15
NBA Jam Tourn	29
NBA Live 95	29
NBA Live 96	49
NBA Showdown	13
NFL 95	19
NFL QB Club	26
NHL Hockey	9
NHL Hockey 94	15
NHL Hockey 95	26
NHLPA 93	9
Out Of This Wrld	13
Paperboy	35
Pat Rily Bsktbl	7
Pebble Beach Golf	29
PGA Euro Tour	39
PGA Tour Golf	29
PGA Tour Golf 2	30
PGA Tour Golf 3	55
PGA Tour Golf 96	55
Phantasy Star 2	25
Phantasy Star 3	28
Phantom 2040	45
Pitfighter	12
Populous	7
Power Monger	18
Power Rangers	25
Power Rangers-Mov	49
Primal Rage	45
Prime Time NFL	59
Pro Am Racing	25
Quackshot	13
Ranger X	12
RBI Basbl 3	8
RBI Basbl 4	12
RBI Basbl 93	12
RBI Basbl 94	19
Ren & Stimpy	16
Revenge Shnobi	9
Road Rash	25
Road Rash 2	38
Road Rash 3	59
Robocop vs Term	22
Rolling Thunder 2	13
Shadow Beast	9
Shadow Beast 2	15
Shadow Dancer	8
Shadowrun	32
Shaq Fu	12
Shining Drkns	17
Shining Force	35
Shinobi 3	17
Simpsons-Virt Bart	38
Simpsons-B Nmr	32
Simpsons-B vs SM	18
Skitchin	22
Sonic & Knuckles	29
Sonic Hdghog	$7
Sonic Hdghog 2	8
Sonic Hdghog 3	28
Sonic Spinball	12
Spiderman	12
Spiderman/X-Men	19
Splatterhouse 3	22
Sports Tlk Bsbl	9
Star Trek Nxt Gen	29
Stargate	35
Street Ftr 2 SCE	12
Streets Rage	12
Streets Rage 2	17
Streets Rage 3	35
Subterrania	12
Supr Bsbl 2020	12
Supr Hang On	13
Supr High Impact	9
Supr Monaco GP	12
Supr Off Road	28
Supr Smash TV	12
Supr Strt Ftr 2	28
Supr Thndr Bld	12
Sword Sodan	9
Sword Vermilion	12
Talespin	17
Tazmania	16
Tecmo Supr Bowl	18
Tecmo Supr NBA	12
Tecmo Supr Bowl 3	49
Terminator	13
Terminator 2 Arcd	12
Terminator 2 Jdgmt	19
Tiny Toons	18
TMNT Hyperstone	16
TMNT Tourn Ftrs	17
Toe Jam & Earl	25
Toe Jam & Earl 2	19
Tom Lasorda Bsbl	9
Tony La Russa	9
Tony La Russa 95	19
Tour Tennis	19
Triple Play 96	49
Triple Score	22
Troy Aikman NFL	13
True Lies	35
Urban Strike	39
Vector Man	39
Virtua Racing	36
Warriors Etrnl Sun	25
Wheel Fortune	55
Wimbledon Tennis	19
Winter Olympics	17
Wonder Boy	13
World Series 95	45
World Series Bsbl	22
WWF Raw	32
WWF Royal Rumble	18
WWF Sup Wrstmnia	12
X-Men	12
X-Men 2	39
Zombies Ate Nghbr	18

Accessories

Item	Price
Sega Gen Deck	59
Sega Gen 2 Deck	59
Asci Pad	9
Carry Case/Lg	15
Carry Case/Sm	13
Comp Pro	7
Cntrl Pad (6 Btn)	12
Dual Turbos(2)	25
Extension Cord	2
Four Plyr Adptr	15
Game Genie	22
Game Holder	6
Justifier 1 Cntr)	16
Justifier 2 (Phone)	25
Mega Mouse	15
Monaco	6
Misc Joypad	3
Misc Joystick	6
Power Base Cnvtr	13
Power Jystk (6 Btn)	29

SUPER NES

Title	Price
7th Saga	$36
Act Raiser	6
Act Raiser 2	18
Adv Island	19
Aladdin	25
Alien 3	19
Aliens/Predator	19
Arcana	25
Art Of Fighting	15
Bass Masters Clscs	38
Batman & Robin	38
Batman Forever	39
Batman Returns	18
Battleclash	5
Battltds/Dbl Dragn	19
Beavis & Butthead	25
Big Hurt Bsbl	58
Bill Walsh Ftbl	15
Blaze On	9
Boxing Legends	16
Brawl Brothers	19
Breath of Fire	38
Breath of Fire 2	58
Brett Hull Hcky	17
Bubsy	28
Bubsy 2	38
Bugs Bny Rmpge	22
Bulls vs Blazers	7
Capt America	15
Castlevania 4	15
Champ Pool	28
Chessmaster	38
Chester Cheetah	10
Chrono Trigger	69
Clayfighter Trnmnt	29
Clayfighters	19
Clue	32
Congos Caper	25
Contra 3	22
Cool Spot	28
Crash Dummies	25
Cybernator	15
Daffy Duck	22
Darius Twins	11
Death Valley Rly	13
Dennis Menace	18
Desert Strike	28
Dirt Trax FX	38
Donkey Kong Ctry	39
Donkey Kong Ctry 2	59
Dr Franken	12
Dragons Lair	15
Drakkhen	9
Earth Bound	45
Earthworm Jim	42
Earthworm Jim 2	59
ESPN Baseball	25
ESPN NFL	22
Eye Of Beholder	16
F Zero	9
Faceball 2000	16
Family Feud	35
Fatal Fury	13
FIFA Soccer	22
FIFA Soccer 96	49
Final Fantasy 2	39
Final Fantasy 3	49
Final Fantasy MQ	15
Final Fight	8
Final Fight 2	25
First Samurai	13
Flashback	16
Gradius 3	15
Home Alone	13
Home Alone 2	13
Hook	17
Hunt Red Oct	15
Illusion of Gaia	29
Indy Car Racing	39
Jeopardy	35
Jeopardy Sports	18
Joe & Mac	15
John Madn 92	7
John Madn 93	8
John Madn 94	18
John Madn 95	$28
John Madn 96	55
Judge Dredd	29
Jungle Book	29
Jungle Strike	28
Jurassic Park	18
Jurassic Park 2	29
Justice League	35
Killer Instinct	58
King/Monsters	15
Lagoon	13
Lemmings	22
Lethal Enfrcr	25
Lion King	28
Magical Quest	15
Mario Is Missing	13
Mario Kart	28
Mario Paint Game	5
Mario Time Machine	18
Maximum Carnage	22
Mega Man 7	39
Mega Man X	19
Mega Man X3	53
Mickey Mania	29
MLBPA Bsbl	22
Monday Ngt Ftbl	18
Monopoly	55
Mortal Kombat	15
Mortal Kombat 2	28
Mortal Kombat 3	58
NBA Jam	18
NBA Jam-Tourn	29
NBA Live 95	29
NBA Live 96	59
NBA Showdown	15
NCAA Bsktbl	8
NFL QB Club	28
NHL Hockey 94	18
NHL Hockey 95	28
NHL Stanley Cup	18
NHLPA 93	9
Out Of This Wrld	11
Pac-Attack	25
Pac-Man 2	25
Paperboy 2	16
PGA Tour Golf	39
PGA Tour Golf 96	39
Phalanx	12
Pilot Wings	15
Pink Hollywood	19
Pitfighter	9
Pocky & Rocky	19
Populous	6
Power Rangers	35
Primal Rage	39
Race Drivin	15
Ranma 1/2	12
Ren & Stmpy Vdts	19
Riddick Bowe	18
Rise Of Robots	22
Rival Turf	9
Robo Cop 3	15
Robocop vs Term	17
Secret Of Evrmore	58
Secret Of Mana	45
Shadowrun	25
Shaq Fu	8
Side Pocket	45
Sim Earth	25
Simpsons B Nmr	12
Slam Masters	17
Soldier Of Fortune	15
Soulblazer	29
Space Ace	15
Spiderman TV	28
Spiderman/X-Men	18
Spndzzy Worlds	22
Star Fox	13
Star Trek Nxt Gen	22
Star Wars	16
Stargate	39
Street Combat	15
Street Ftr 2	8
Street Ftr 2-Trb	13
Stunt Race FX	22
Supr Batter Up	$15
Supr Battleship	32
Supr Battletank	11
Supr Battletank 2	25
Supr Black Bass	58
Supr Caesar's	49
Supr Double Dragn	15
Supr Empire Strks	19
Supr Ghouls	11
Supr High Impact	13
Supr M Allstr & Wrld	25
Supr Mario Wrld	5
Supr Metroid	25
Supr Mr All Stars	16
Supr Ninja Boy	15
Supr Play Act Ftb	6
Supr Punch Out	29
Supr R Type	9
Supr RBI Basbl	28
Supr Return Jedi	25
Supr Scope (6in1)	2
Supr Smash TV	15
Supr Soccer	15
Supr Strt Ftr 2	22
Supr Tennis	12
Supr Turrican	12
Tazmania	18
Tecmo Supr Bwl	19
Tecmo Supr Bwl 2	45
Tecmo Supr NBA	19
Tecmo Supr Bwl 3	39
Terminator	19
Terminator 2-Jdg	13
Tetris 2	42
Tetris/Dr Mario	32
Thunder Spirits	12
Tiny Toons Buster	15
TMNT 4	15
TMNT Trnmnt Ftrs	15
TNN Bass Trnmnt	45
Tom & Jerry	28
Total Carnage	13
Toy Story	69
Troy Aikman NFL	19
True Lies	32
UN Squadron	13
Vegas Stakes	29
Waialae C Club	25
Wane's Woods	22
Wing Commander	12
Wings 2 Aces High	15
Winter Olympics	15
Wolverine	18
World Heroes	15
Wrestlemania	12
WWF Raw	32
WWF Royal Rmble	16
X-Men	29
Ys 3	11
Yoshis Cookie	22
Yoshis Safari	8
Zelda 3	18
Zombies Ate Nghbr	12

Accessories

Item	Price
Super NES Deck	69
Carry Case	19
Champ Joystick	38
Comp Pro	12
Dual Turbos (2)	25
Extension Cord	2
Game Genie	28
Justifier (Controller)	15
Mouse	18
Misc Joypad	7
Misc Joystick	3
Multi-Tap (5 Plyr)	12
Supr Advant Joystk	35
Supr Gameboy	35
Supr Scope	19

NINTENDO

Title	Price
10 Yard Fight	$6
1942	7
1943	8
720	6
8 Eyes	7
Abadox	5
Addams Family	17
Adv Byu Billy	8
Adv Island	9
Adv Island 2	18
Adv Island 3	28
Adv Of Lolo	9
Air Fortress	8
Airwolf	8
Al Unser	8
Amagon	5
Amer Gladiators	7
Anticipation	6
Arch Rivals	5
Arkanoid Game	16
Astyanax	5
Back Futr	6
Back Futr 2/3	5
Bad Dudes	6
Baseball	6
Baseball Smltr	6
Baseball Stars	6
Baseball Stars 2	18
Bases Loaded	7
Bases Loaded 2	6
Bases Loaded 3	6
Batman	7
Batman Returns	17
Batman Rtn Jkr	11
Battle Chess	9
Battle Olympus	6
Battle Tank	12
Battletoads	9
Beetlejuice	5
Bible Advntrs	13
Big Bird Hd/Spk	13
Bionic Commando	8
Black Bass	25
Blades Steel	8
Blaster Master	6
Blue Marlin	29
Bo Jackson	8
Bomberman	9
Boy & His Blob	8
Breakthru	8
Bubble Bobble	9
Bugs Bny Bday	11
Bugs Bny Cstl	12
Burgertime	9
Calif Games	8
Capt America	11
Capt Planet	11
Capt Skyhawk	6
Carmn Sndgo Time	6
Casino Kid	12
Castlevania	8
Castlevania 2	8
Castlevania 3	7
Champ Bowling	12
Chessmaster	25
Chubby Cherub	6
Classic Cncnt	16
Code Nm Viper	5
Commando	5
Contra	8
Crystalis	8
Dance Aerobcs	6
Darkwing Duck	13
Days Of Thndr	7
Deadly Towers	6
Defender 2	11
Defender Crown	7
Demon Sword	5
Destiny Of Emp	15
Dick Tracy	6
Dig Dug II	11
Disney Adv	6
Dizzy	8
Donkey Kong	15
Donkey Kong 3	8
Donkey Kong Cls	$19
Donkey Kong Jr	18
Double Dare	7
Double Dragon	7
Double Dragon 2	8
Double Dragon 3	7
Double Dribble	6
Dr Mario	9
Dracula	8
Dragon Spirit	5
Dragon Warr	6
Dragon Warr 2	22
Dragon Warr 3	29
Dragon Warr 4	39
Duck Hunt	1
Duck Tales	8
Empire Strks Bck	18
Everet/Lendl Tenn	5
Excitebike	6
Family Feud	29
Faxanadu	6
Ferrari GP	11
Fester's Quest	8
Fighting Golf LT	5
Final Fantasy	9
Flight Intruder	3
Friday 13th	5
Galaga	22
Gargyls Qst 2	7
Gauntlet	5
Gauntlet 2	6
Genghis Khan	19
Ghost Bstrs	9
Ghost Lion	11
Ghosts & Gblns	6
GI Joe	5
GI Joe Atl	11
Goal	8
Godzilla	7
Golf	6
Golf Pbble Bch	7
Golgo 13	5
Goonies 2	6
Gotcha	5
Gradius	5
Great Waldo Srch	11
Guardian Lgnd	6
Gunsmoke	7
Heavy Shreddin	8
Hogans Alley	6
Hollywood Sqrs	13
Home Alone	13
Home Alone 2	12
Hook	6
Hoops	5
Hunt Red Oct	5
Hydlide	8
I Can Remember	10
Ice Hockey	6
Ikari Warriors	6
Ikari Warriors 2	5
Immortal	7
Indy Heat	18
Indy Jns Doom	6
Infiltrator	6
Iron Sword	8
Iron Tank	6
Jack Nkls Golf	9
Jackal	5
Jaws	7
Jeopardy	12
Jeopardy 25th	13
Jeopardy Jr	11
Joe & Mac	13
John E Qback	6
JoMan vs Bird	6
Joust	12
Jurassic Park	19
Karate Champ	6
Karate Kid	$6
Kamov	6
Kickle Cubicle	13
Kid Icarus	6
Kings Of Beach	5
Kirbys Adv	16
Klax	25
Knight Rider	8
Krustys FH	8
Kung Fu	5
Kung Fu Heroes	6
Legacy Of Wiz	6
Legend Of Kage	5
Legendary Wngs	5
Legends Dmnd	5
Life Force	7
Lil Mermaid	9
Lil Nemo Dream	6
Lode Runner	5
Lone Ranger	7
Lunar Pool	6
Mach Rider	6
Magic Johnson	6
Megmax	5
Major Lg Bsbl	6
Maniac Mansion	9
Marble Madns	6
Mario Brothers	7
Mario Is Missing	22
Marvels X-Men	7
MC Kids	8
Mega Man 1	16
Mega Man 2	9
Mega Man 3	9
Mega Man 4	13
Mega Man 5	29
Metal Gear	6
Metroid	7
Mickey Mouse	8
Micro Machines	16
Millipede	18
Mons Sec Castle	6
Mission Imp	6
Monopoly	18
Monster Party	7
Ms Pac Man	28
NARC	6
NASCAR Chall	16
NES Open	12
NFL	6
Ninja Gaiden	7
Ninja Gaiden 2	7
Ninja Gaiden 3	13
Nobun Ambtn	8
North & South	22
Operation Wolf	5
Othello	6
Overlord	6
Pac Man	22
Paperboy	9
Paperboy 2	16
Perfect Fit	13
Peter Pan Pirates	6
Pictionary	6
Pinball	6
Pinball Quest	16
Pinbot	11
Platoon	7
Play Act Ftbl	6
Popeye	8
POW	8
Predator	7
Pro Am Racing	6
Pro Wrestling	7
Punch Out	8
Punisher	6
Q Bert	11
Quattro Adv	6
Quattro Sports	6
Rad Racer	$6
Rad Racer 2	8
Rambo	5
Rampage	7
RBI Basbl	6
RBI Basbl 2	6
RBI Basbl 3	6
Renegade	5
Rescue Emb Msn	6
Rescue Rangers	8
Rescue Rangers 2	25
Ring King	5
River City Ransom	6
Road Blasters	6
Robin Hood	7
Robo Cop	8
Rocket Ranger	8
Roger Clemens Bsbl	8
Roger Rabbit	7
Roller Ball	5
Romnc 3 Kngdm	9
Rush N Attack	6
Rygar	6
Section Z	5
Sesame St 123	6
Sesame St ABC	11
Sesame St Cntdn	25
Shadowgate	6
Shingen Ruler	7
Shinobi	5
Shooting Range	11
Short Order	7
Side Pocket	19
Silent Service	7
Silver Surfer	5
Simpsons-B vs RM	9
Simpsons-B vs SM	6
Simpsons-B vs Wrld	9
Skate Or Die 1	6
Skate Or Die 2	6
Sky Shark	6
Smash TV	7
Snake Rattle	7
Snakes Revenge	8
Snoopy Sports	7
Solar Jetman	6
Solstice	5
Space Shuttle	13
Spiderman-Sn 6	12
Spot The Game	6
Spy Hunter	8
Spy vs Spy	6
Stanley	6
Star Trek	15
Star Tropics	6
Star Voyager	6
Star Wars	15
Stealth	5
Street Fighter	6
Strider	6
Supr Contra	6
Supr Dodge Ball	6
Supr Glove Ball	5
Supr Jeopardy	13
Supr Mario	1
Supr Mario 2	8
Supr Mario 3	7
Supr Mario/Dk Ht	1
Supr Off Road	8
Supr Pitfall	7
Supr Spk Vlybl	6
Supr Sprint	6
Supr Tm Games	6
Swords & Srpts	6
Tag Tm Wrestl	6
Talespin	8
Tecmo Baseball	6
Tecmo Bowl	9
Tecmo Bowl 2	16
Tecmo NBA Bktbl	$16
Tecmo Wrld Wrst	8
Tennis	6
Terminator	13
Terminator 2	7
Tetris	11
Tetris 2	25
Three Stooges	8
Tiger Heli	6
Time Lord	7
Tiny Toon	15
Tiny Toons 2	19
TMNT	3
TMNT 2	7
TMNT 3	9
Tom & Jerry	18
Toobin	13
Top Gun	8
Top Gun 2	8
Town & Country	7
Track & Field	6
Track & Field 2	7
Trick Shooting	6
Trojan	5
Twin Cobra	5
Twin Eagle	8
Ultima 1 Exodus	6
Ultima 2 Qst	22
Untouchables	4
Urban Champion	7
Vegas Dreams	28
Wayne Grtzky	7
Wheel Fortune	13
Wheel Frtn Fam	16
Wheel Frtn Jr	12
Wheel Frtn Vanna	29
Where's Waldo	7
Willow	6
Win Lose Draw	7
Winter Games	6
Wizardry	8
Wizrds & Warriors	7
Wizrds & Warrs 3	11
Wolverine	7
World Champ Wr	6
World Cl Trk	5
World Cup Soccer	7
Wrsth Blk Mnta	5
Wrestlemania	6
WWF Challenge	6
WWF Steel Cage	5
Xenophobe	5
Xevious	6
Yoshi	9
Yoshis Cookie	16
Zelda	7
Zelda 2	8

Accessories

Item	Price
Nintendo Deck	25
Advant Joystick	7
Arkanoid Control	16
Carry Case/Lg	4
Carry Case/Sm	1
Comp Pro	6
Double Player	3
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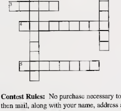

ACROSS

3. Clown in Wrestlemania Arcade
4. An earthquake may cause a ___________
5. Played Guile in the movie Street Fighter 2.

DOWN

1. He was "Caught in the Act"
2. Buzz ___________

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VIRTUA FIGHTER 2

GAME OF THE MONTH!

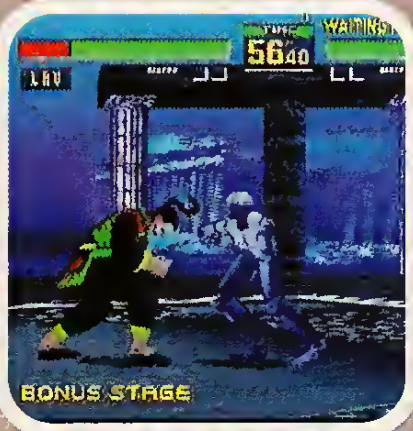
If Sega ever needed an ace, now's the time. Fortunately, it has AM2 doing some of its development, churning out such classics as *Sega Rally*, *Daytona* and, of course, *Virtua Fighter* 1 and 2. It is *VF2*, however, which might turn out to be the ace the company's looking for.

After the overwhelming popularity of *VF1*, it was no surprise to see the sequel hit the arcades shortly thereafter. With sweeter, more detailed fighters and a plethora of new moves, *VF1*-heads were given another main course in brawling mayhem. The big question on everyone's mind was whether or not the integrity of the game would remain intact during the conversion to the Saturn. We all witnessed the horror story that was *Daytona*. After such a rush job on that title, it was imperative that the developers really take the necessary time to do *VF2* justice.

Apparently, a little time was all that the developers needed. *VF2* for the Saturn is a remarkable fighting game that's sure to draw hordes of alienated Sega supporters back into the fold.

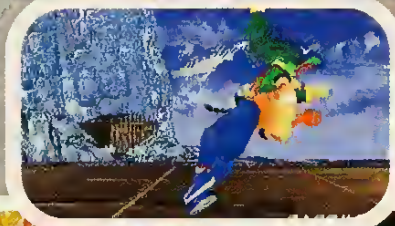
The shortcomings of the Saturn version are few. The polygon count is lower and the backgrounds are no longer 3-D. But, the good news is that the frame rate has maintained its level, and the playability has been tarnished not a bit. Also, you can choose to play *VF2.0* or *VF2.1* in the game, the latter having fixed a few minute bugs that were evident in the original *VF2*.

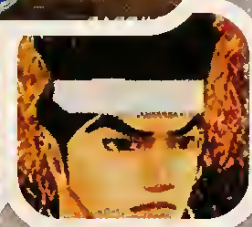
Additions to the game are a team bout and a watery Dural level. During team bout, you can choose five fighters with which to compete. When one is defeated, another will enter the ring. Beat your opponent's five pugilists, and win the tourney. Underwater Dural is really cool because all of the action is slowed to simulate an undersea fight. Watch in slow-mo as Dural does a flying knee-drop into your groin. Ouch!



Watch angry men try to beat up on hapless female opponents. What is this world coming to when tossing your spouse results in you getting your butt kicked?

FIGHTER 1-2 PLAYERS
PUBLISHED BY SEGA
DEVELOPED BY SEGA



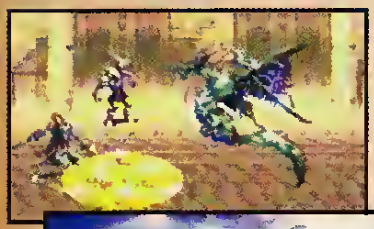


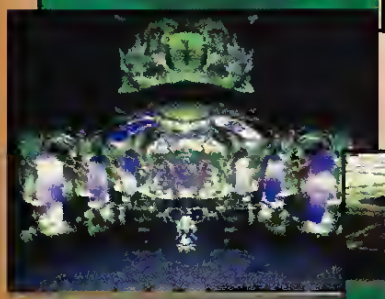
9

RPG ATTACK

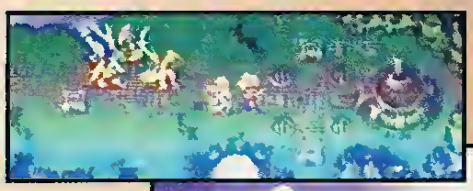
A monthly guide to the world of RPGs. This month we take a look at the latest RPGs shown at Famicom Space World in Japan.

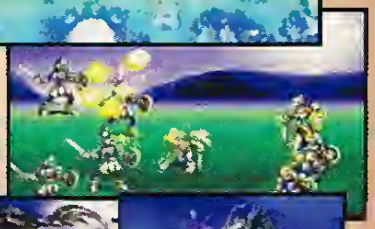
BAHAMUT LAGOON

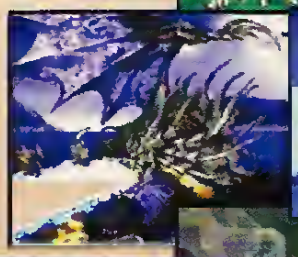


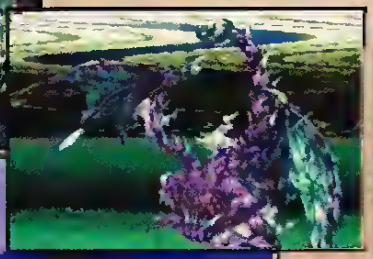


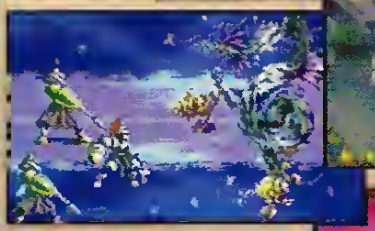
The next huge RPG from the masters at Square is nearing completion and it looks phenomenal. *Bahamut Lagoon* is a RPG simulation, which means that the battles take place in a manner similar to military battle games, in which you move your characters strategically and position them to attack. Every cool transparent effect the SNES can do has been crammed in, along with breathtaking artwork of a fantastic world filled with dragons (I guess most RPGs have dragons, but not quite like this). You can cast spells that morph the dragons and combination magic like in *Chrono Trigger* to summon dragon magic. The music is of high quality, just what we've come to expect from Square. It's not yet determined whether *Bahamut Lagoon* will appear in the U.S., but it's a good bet it will. Keep your fingers crossed!

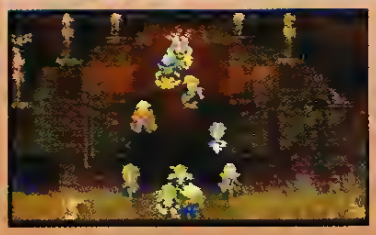






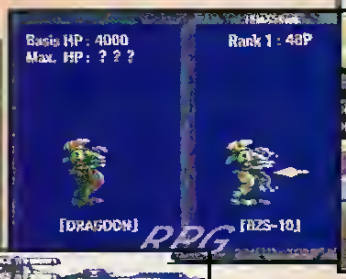


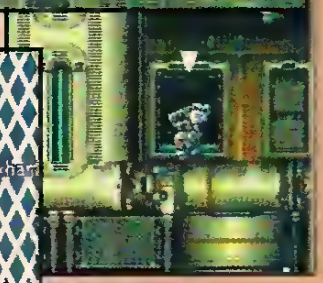




GUN HAZARD

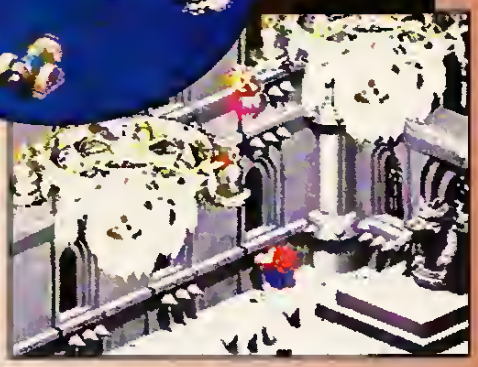
Square released a game in Japan a while back called *Front Mission* which featured futuristic robots in the RPG simulation format. This new adventure is set in the world of *Front Mission* and features most of its cool RPG features, but now the battles are fought like a side-scrolling shooting game. The character designs are by the person who did *Front Mission*, but you'll probably recognize it as by the artist from *Final Fantasy III*. Just like in *Front Mission*, you'll interact with a cool cast of soldiers as the story unfolds. You can expect the same level of suspense and drama found in other Square games like *Final Fantasy*, which gives this shooter/RPG more substance than your average action game. Although it may look similar to *Cybernator* and its sequel *Metal Warriors* (both by Konami), the emphasis isn't on action. You can customize your 'mechs with new armor and weapons bought with your earnings, and you'll have access to even greater tools of destruction as the game progresses. Hopefully, we'll see it here sometime in the summer.

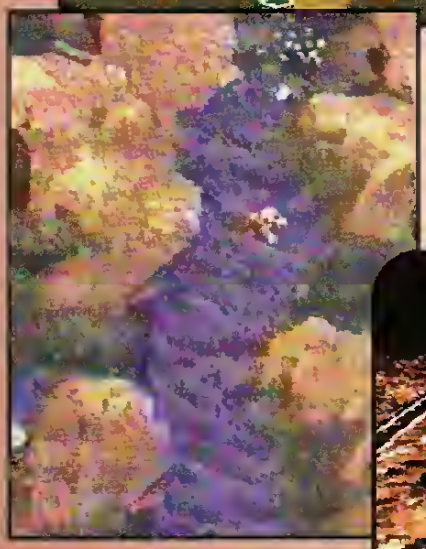


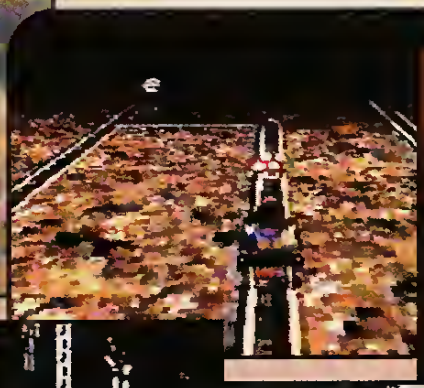


MARIO RPG

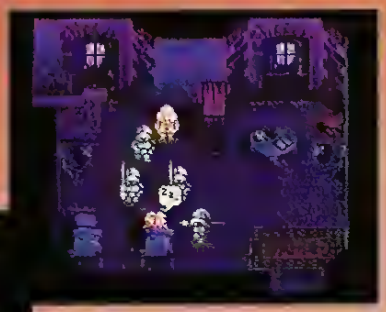
This much-anticipated collaborative RPG from Square (*Final Fantasy*) and Nintendo (*Mario, Donkey Kong*) is nearing completion. The fighting takes place via menu screens that allow you to select between attacks, magic and items. *Super Mario RPG* features a fantastic rendered world similar in look to *Donkey Kong Country*, but with a Mario twist. Magical attacks are truly a sight to behold and make you wonder how many more tricks the SNES can possibly do. Once again, Bowser has come back to terrorize Mario and friends, who must band together to do battle with the latest batch of baddies. Did I say Mario and friends? That's right, like any other RPG, you can form a party composed of fighters and magicians so Mario won't have to face Bowser by himself. It'll probably be up to Mario to do the one-on-one showdown stuff, because it's his game, after all. Let's hope this gem gets translated and brought over to the States quickly.



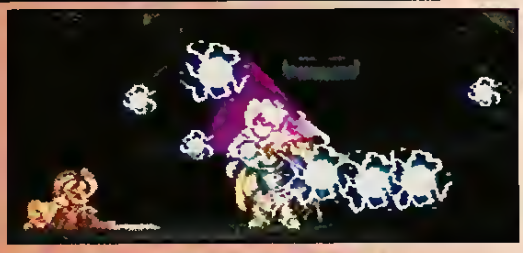


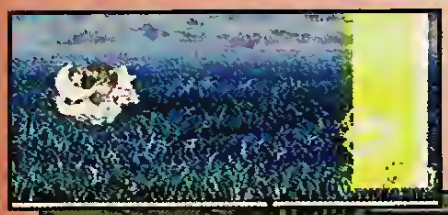


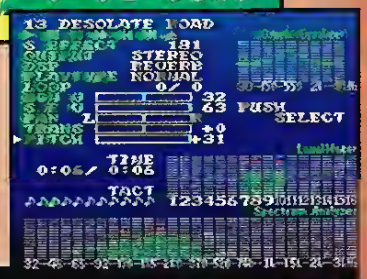
TALES OF PHANTASIA



This huge, 48-meg, monster RPG is coming from the great folks at Namco. The game features a cool side-view battle screen, which is set up like a scrolling action game, but is menu-driven. Attacks can be combined to form bigger attacks, and combat is pretty swift and well animated. There's a great emphasis on the depth of the story and the world it takes place in. The characters were designed by a famous Japanese Manga artist and have neat biographies. You can also check out how they sound because they usually shout out attacks. In addition, there are key scenes with full voice, and there's even a full-length song. It'd be a shame if this game weren't converted for the U.S., especially since the SNES seems to be the only machine releasing RPGs on a semi-regular basis. The time and money it would take to translate everything, including the voices, casts a bleak picture, but who knows? Write Namco and let them know you want this game. Always fill out registration cards and mark in the boxes that you want more RPGs!







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LACK OF CONTROL?

There's a major problem with sports games on the PlayStation. No, not the quality of the games. They *are* the best sports games around. What I refer to is the blatant disregard for ease of play in exchange for spreading out game actions to incorporate all of the available buttons. There's no need to make our lives that difficult.

You may be able to upgrade the games and the systems they're played on to make them perform tasks and process information more efficiently, but our hands aren't evolving any further. I'm neither ambidextrous nor superhuman. When a game needs me to use eight buttons to play it successfully, you know what I do? I don't play that game. Also, throwing a bunch more playing options at me isn't necessarily going to increase a game's realism. The perfect sports sim is going to be the game that's able to incorporate excellent graphics, sound—and playability.

To this day, the one game which comes closest to this ideal is *NHL '94*. Three buttons, that's it! On offense there was pass, shoot and clear. On defense, you had check, switch player and speed burst. That's all hockey is—that's the essence of the sport. Everything else is trivial. Add that to the brilliant engine that the developers had and you had the most playable sports video game ever, bar none.

This series began to decline slightly over the next two titles simply because they added too many other options. There was... the drop pass, and spin move; different styles of checking etc... Too much to think about in the heat of competition. These items seemed to be just filler for the new 6-button controller.

On PlayStation, these problems have ballooned. Take a look at this controller. Looks harmless enough. I'd have to say it's the coolest, most ergonomic controller around. But it doesn't facilitate sports games.

Example: The L1, L2, R1, R2 buttons. These are virtually useless to a sports game. To try and utilize these options properly in heated gameplay will cause you nothing but problems. Why, you ask? Well, when's the last time you played a game against a friend when you were gripping the controller so tight your hands ached after it was over? Happens all the time to me and my friends. If you have your index fingers poised over the L and R buttons, you're gonna keep involuntarily hitting them.

The next problem the controller poses is the △ ○ ✕ □ configuration. Unlike Genesis controllers, which were set up laterally, this controller has a diamond shape. In itself, this is a great idea. The problem comes from developers not using them correctly. Case in point: *NHL Face-Off*. Not only does this game use too many buttons, it allocates the wrong functions to the wrong buttons. In *NHL Face-Off*, ✕ is the shot button, while □ is the pass button. You can't have the pass button higher up than the shot button because any good player knows that you use the knuckle of your thumb for pass and the tip of it for shoot; it's a rolling action to conserve time. To move your whole finger down takes longer, and in the end, will mess up any high-speed play (like a one-timer). Also, on defense, the button you use to activate a man (□) and the button you use to give yourself a burst of speed and body check (○) are too far apart. These actions usually follow one another in quick succession, so don't have them across from each other on the pad. These are the most elementary kinds of design mistakes and they should've been picked up on.

Of course, I don't want to detract from the overall brilliance of this game or to make it sound like they're the only ones because they're not: *NHL Face-Off*'s sister opus, *NFL Game Day* is equally guilty, along with all of EA Sports' most recent games. What I want to point out is that, with so much thought going into controller design, it's the responsibility of the game developer to put more thought into the usage of the controller buttons. A poorly placed action on a control pad is as useless as a knife in a gun fight.

BOX SCORE

There is a better soccer game than *FIFA '96*. It's called *Goal Storm* and it is one of the impressive new titles from Konami Sports.

Goal Storm, while not as true a simulator as *FIFA*, is better in every aspect. From playability, to graphics, to statistics, *Goal Storm* has *FIFA* beat. *FIFA* does have a little more depth that *Goal Storm* and will probably appeal more to die-hard fans of the game, but those of us who couldn't care less about this European import will marvel at *Goal Storm*, where we would only shrug at *FIFA*. Sorry EA, but look at it this way, the Roman Empire didn't last forever, either.

BOX SCORE	GRAPHICS	SOUND	REALISM	PLAYABILITY	CHALLENGE	REPLAY VALUE	OPTIONS	STATS	LICENSE	TOTAL
GOAL STORM	9	6	9	10	7	8	5	7	6	9
FIFA 96 SOCCER	8	9	8	8	8	8	7	7	7	8

KONAMI KRAZY

These boys are hard at work. Re-emerging as a possible software power, Konami Sports is like a runaway freight train. While the company has some solid titles coming out on 16-bit, 32-bit is where it shine.

OK then, let's run down the laundry list, shall we?

1) *NBA In the Zone*
Is this possible? The best hoop game to date, with big characters, tons of moves and playability that'd make any sport-monger drool. Good way to start off a dynasty.

2) *NFL Full Contact*
What the Great Ditka's *Quarterback Attack* should have been. First-person playability and football. A risky combo, but a very promising title. If only the graphics looked a little bit sharper....

3) *Goal Storm*
In an area that's quickly becoming a furnace of competition, with the likes of *FIFA* and *VR Soccer*, this soccer sim is kickin'. Having played the game, I can say it's the best soccer sim ever, but you'd better read the review for more on that.

4) *MLBPA 9th Inning*
O.K., so it would help to lose the *MLBPA* in the title. Still, looking at some of the shots of this game makes me wonder if Konami has super-intelligent space men developing its games for it. How is it that games like *Big Hurt Baseball*, *NBA Jam*, and *NFL Quarterback Club* (no, I *wasn't* the one who gave this horrible game a 9 in our December issue. That guy has nothing to do with this section and wouldn't know a good sports game if it bit him in the butt) are being made in the same decade as games like Konami's, Sony's and EA's? It boggles the mind.

KONAMI XXI SPORTS SERIES

A NEW ENGLAND YANKEE IN THE GREAT WHITE NORTH

What could be more exciting for a sports video-game nut than the opportunity to visit the Cooperstown of the sport-gaming industry? That's right, I'm talking about the Canadian office of EA Sports. So I packed my Celtics pillow and beer hat and prepared myself for three days of beer, bacon, and donuts.

After accidentally paying my cab driver in American money (Merry Christmas), I made my way to the EA Canada building, where I would be treated to a first look at things to come from the sport gurus. I can tell you that Canada was cold and wet, as I expected, but I was astonished to find that the streets were crawling with Mounties and herds of wandering caribou. The stories were true...!

The first thing I learned is that EA Canada *doesn't* develop either the *NHL* or *Madden* series; those are done at other offices in the U.S. *EA Canada doesn't make the* NHL *series!?* What a slap in the face to our friendly, northern neighbors. Will U.S.-Canada relations ever recover? Rumor has it that this very slight was the driving force behind Quebec's attempt to secede from the rest of the country last year.

The second thing I learned is that EA has some dandy titles soon to be released on the 32-bit platforms, titles that are sure to catapult them back atop the ever-growing pile of sports game divisions. Previews of *NHL '96*, *Need For Speed*, *Madden '96*, *NBA Live '96* and *Triple Play* all proved exciting. Although at the time I saw these games, they were a bit behind schedule, it's nice to know that the quality of the product was much more important to them than any deadline; I'll wait an extra couple of months if it means I'm getting a superior game.

Games weren't the only item on the itinerary. For the first time, ever, members of the press were being given a grand tour of EA Canada's building. This place was impressive. I was surrounded by dozens of brilliant gaming minds, all determined to make the most kick-ass games around. Almost as impressive as the personnel, were the facilities that they had to work with. For music and sound effects alone, EA had a half-million-dollar sound studio. One of the head audio guys was a man named Alastair Hirst (not to be confused with Alastair Cooke). Alastair was currently working on the sound for *Need For Speed*. Using all his little gadgets, he was able to put together some of the coolest sound and music I've ever heard on a video game.

As far as hardware was concerned, EA Canada was outfitted with the best. From a legion of CGI Computers to a impressive-looking machine that went "Ping!", EA had all the bases covered. Jacked into these silicon wonders were developers with gigantic brains and a love for The Game. And, for times when they weary of creating the classics we enjoy, EA Canada had a rec room full of cool arcade games like *Daytona*, *Virtua Striker* and *Tempest*.

Overall, the trip was a success. I got to learn about how EA creates its games, see previews of their new titles, and milk them for all they were worth every night on the town. What more could a farmboy from Massachussets ever ask for (except for a Red Sox team that wouldn't choke in the playoffs)?

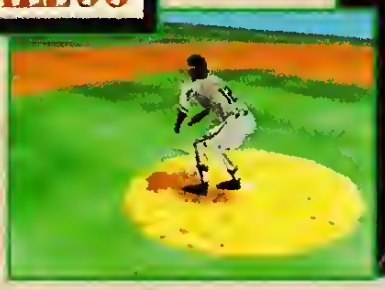
DYNAMIC DEVELOPER

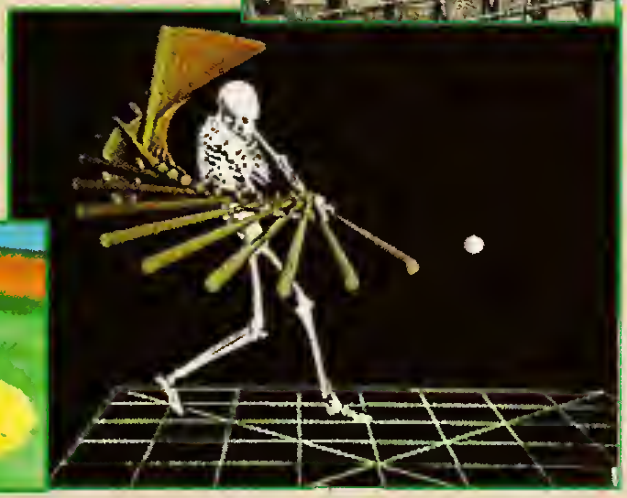
It's crystal clear that the place to really make money in this business is in the sports arena; looks what it's done for Electronic Arts. Up until recently, few companies other than Sega and EA did more than dabble in this realm, releasing a sports title every once in a while, but committing no real time and resources.

Things have changed, though. With the birth of the 32-bit system has come an explosion of sports divisions from Interplay's VR Sports to Konami's Konami Sports and Sony's Sony Sports (real clever names)—everyone wants a piece of that golden pie. The surprising thing is the quality of the games being produced. Whoever would have thought that anything made by Konami or Interplay would rival EA Sports with its sports titles?

Well, the surprises keep coming, because now Crystal Dynamics is joining the fray, hoping to cut itself a niche in this lucrative genre. Championship Sports is the name of the division, and it look like it's got some good stuff. In development, already, is *3-D Baseball* for the PlayStation, and *Slam N Jam '96* for PlayStation and Saturn.

I'm not going to get into all of the mumbo-jumbo about what these games have got: it's the same crap that all sports titles have. The question is, "Do they do it better?". The answer: I don't know, I haven't played 'em yet. I will, however, tell you that, from the footage I've seen, both these games look fantastic. I'll give you something more to chew on next issue. Until then, stew over these little buzz words that Crystal Dynamics threw at me: Real Motion Control. Hmm....





GAMES WE'D LIKE TO SEE

I'm not going to turn this section of my Sportswire into another *Gabe's Dream Game Gallery*; let's keep that wussy stuff at the front of the mag. Like the back of the bus, the tail end of this mag is where the cool people go. But I've been receiving a hefty amount of mail from fellow sports afficionados and some of your ideas, I must admit, I hadn't even thought of, and it's my duty to share the wealth. Oh, and as an after thought: None of you are getting any *Madden* games if I print your ideas. That was added at the last minute by my old boss and wasn't my idea. If you don't already own this cart, then you're a geek, and shouldn't be reading my sports section anyway. If you want freebies, go to a soup kitchen. You want the scoop on the sports line, you come to me. Just my acknowledging your existence should be reward enough for writing in. And for those of you who have written me so far: Thank you for not sending me pictures of your ideas. I hate that crap. If you want to color stuff in, I'll direct you to my little cousin.

Back to the issue at hand. Games We'd Like To See or, in this case, stuff we don't want to see. I think a lot of companies out there think we need games with sports stars as endorsers. You've got Gretzky and his hockey cart for Time Warner; Emmet Smith and his contract with JVC; and Frank Thomas, who's currently in bed with Acclaim. You know what these games all have in common? They all suck . . big time. We don't want names, we want games. EA has figured this one out. Sports stars play EA games, which is a helluva lot better endorsement than paying them oodles of money to slap their face on it.

That's not to say endorsers are totally bad. I had lunch with the guys from VR Sports the other day. They asked me who I think would make good endorsers. You know who I said? No, it wasn't Gretzky or Aikman; it was John Kruk and Mo Vaughn; Ron Hextall and Cam Neely. How about Larry Johnson and Hakeem Olajuwon. These are the bad boys of their respective sports—players with the right attitude and character. It's guys like them . that true sports fans want to see. You can keep your sugar-coated Grant Hill.

So if any of you companies out there have any notions about putting more "role models" on our games, don't think it's going to sell them, because it won't. You need gameplay. If the game is worth its salt, we'll find it. If you're going to use players as salesmen, get someone with an edge, not a cheesy million-dollar smile (or contract).

Next month I'll print some of the ideas that you guys have come up with.

A CLUB WORTH JOINING

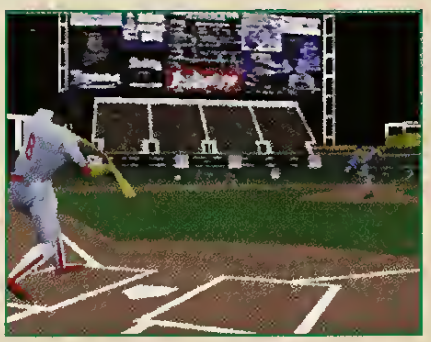
IT'S BASEBALL ...VIRTUALLY

I've enjoyed watching the progression of this game. Usually, I ignore baseball games until the finished product is in front of me, simply because there are so many of them coming out of the woodwork. VR Sports' title is different, though. It really does look as though it's going to set a new standard.

One of this game's big selling points was the 3-D aspect. Now, I'm not really sure what the different levels of 3-D are, but I'm told that this title is the most 3-D of them all. This may not mean it's quite ready to rival the *Enterprise's* holodeck, but it sure looks good.

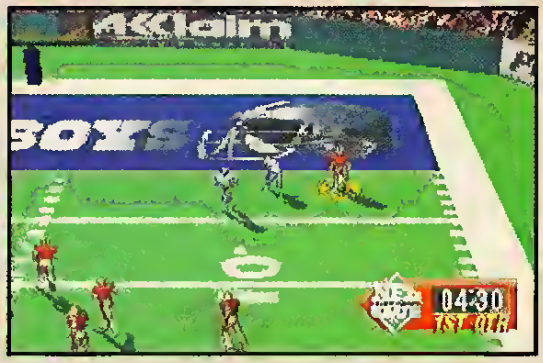
A few months back I said that this game's biggest problem was going to be the look of the players. They were much too knobby-looking, resembling a turkish marionette more than a human being. Looking at these new pictures, it seems that this problem has been partially addressed. They still look like puppets, but it's clear that some texture-mapping has been added.

Another problem was the low frame-rate, and I was told that it was a sacrifice to make it easier to fully simulate the game. I can't tell by looking at these screenshots whether or not this was a justifiable action, but I'll let you know in a coming Sportswire.



I've been pretty tough on *NFL Quarterback Club* (even though the last version skated through our mag with a good review. That guy should be lynched). I never liked the graphics, the playability, or the fact that it coddled only a small group of players. What I do like though, are the pictures I got of *QB Club* for the Saturn.

Of course, all I can really do is show you the pictures of the game and let you form your own opinions. If you're skeptical after playing the 16-bit version, then you're not alone. But cool graphics go a long way in helping a game's palatability. Now, whether or not the playability sucks is yet to be seen. You're gonna just have to wait. For now, just concentrate on hockey season. What are the odds that the Bruins will win the cup this year?



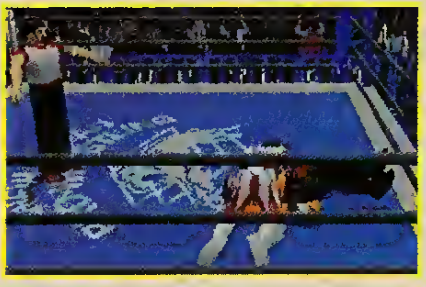
MORE GOLF

The second release in VR Sports' line-up will be *VR Golf*. Once again, VR's emphasis is on playability rather than on looks. While the game's graphics are fine, they don't look any better than *PGA Tour* for the Playstation or 3DO. What makes *VR Golf* interesting is the ease of play and length of time it takes to generate holes.

When I talk about course generation, I'm talkin' about super-fast construction. Only a split second is lost between camera-angle changes during the ball's flight. The result is a superbly smooth round of golf that's very pleasing to the eye. For now, that's pretty much all I can say. It's only golf, after all.

TOUKON RETSUDEN MEANS GOLDEN AGE WRESTLING

I'm not quite sure what the name of this game is, or even if it will be available in this country, but I had to let you know that it's out there. As if in response to my last feature on the "Old School" wrestling, this Japanese import rides in on a white horse and carries me off to a land full of chili dogs, hot women and studs.



This fully rendered, 3-D wrestling game has ten wrestlers who are completely unfamiliar to me, but use all of the moves I know and love, from suplexes and leg-locks, to full nelsons and sleeper holds. Since I couldn't read the direction, I had to just hammer away at the buttons; but this was OK. I was able to drag guys around by their hair, knee-drop them and run around the outside of the ring—there was no end of mayhem for me to get myself into.

I hope someone out there reads this and buys the rights to this game. Maybe Acclaim will license it. Lord knows they'll pick up anything for a quick buck. For now, though, all you can do is feast your eyes on these pics.

REVIEWS

KONAMI SPORTS: NEW KINGS

After this issue, I'm getting tougher on ratings because this is getting ridiculous. Every time I sit down and play a new game, it's better than all the ones before it.

Konami Sports' *Goal Storm* is the best soccer game I, or anyone in the office, has ever played. This game has everything you could ever want in a soccer sim: superb graphics, great commentary and tight playability. Even better, despite the fact that all eight buttons have functions, only three are needed to play (and win): shoot, pass and long pass.

The players don't look as human as in games like *Prime Goal* or *FIFA*, but they move realistically enough, and are crystal-clear. The fine motion-capturing that Konami has done has given this game a realistic feel that hasn't been simulated in any other soccer title.

The game contains all of the major world soccer teams, complete with their real players. As far as options go, you can play either exhibition or tourney mode and have access to several camera angles (which wouldn't be that big of a deal, except for the fact that this is the first game in which all the angles are usable during play).

So if you like soccer and own a PlayStation, then your life's mission should be to get this game. Otherwise, you should at least have this game high on your list of purchases. Forget *FIFA* and all of the other soccer titles out there—this is the one to buy.

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NAMCO FUTBOL HITS THE PLAYSTATION

Another J. League soccer sim, powered by Namco. *Prime Goal EX* is currently only available in Japan, and probably won't make it over here, but who knows?

Let's see, what do you need to know about this game? The best way to describe it is as an arcade version of *FIFA*. Real players are in full effect, but the attention to realism seems to be downplayed. The graphics aren't as good as those in *FIFA* for the 3DO or Playstation (in fact they look closer to those found in Konami's *ISS*), but the playability is top-notch, so you forget about such things.

As seems to be the trend in soccer games nowadays, the sound for *Prime Goal* is super. You've got crowd cheers, chants and an assortment of drum noises to really get you into the action. Unfortunately, the game doesn't have any sound bytes from *We Are the Champions* or *Centerfield*, but maybe the power of Queen and Fogerty doesn't extend across the Pacific.

The coolest feature is the zoom-in on one-on-one confrontations. The camera will zoom in on the two players and then the guy with the ball must try and deke the defenseman, while he in turn tries to anticipate the offensive player's moves. This leads to some intense match-ups.

All in all, a good soccer game.

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REVIEWS CONTINUED

SONY HOCKEY SCORES BIG

Unlike *NHL All-Star Hockey* for the Saturn, when I finally got a chance to play a reviewable version of this, it didn't completely blow; in fact, just the opposite. *NHL Face-Off* marks the first time any sports developer has produced a game that's fit to compete with EA's masterful series.

It's tough to say if this game is better. I can tell you right off that *NHL Face-Off*, while being the best-looking and most in-depth of all hockey sims, still doesn't have the same playability as *NHL '94* for the Genesis. This isn't because of the software, it lies more in the controls. *NHL Face-Off*'s worst fault is a controller configuration that'll annoy some old-school players. For starters, the pass button is located higher on the pad than the shoot button—a *big* no-no. You should always have to move from bottom up because that action is quicker, and since passing always precedes shooting, then the pass button should be on the bottom The result of this mistake is a lot of missed one-timers. The second problem with the controls is that there are too many of them. You could play a solid game of hockey with the Genesis 3-button controller; eight buttons aren't necessary. I realize that the developers at Sony wanted to add more to the game, but sometimes simplicity is sweeter than depth.

There are, however, a couple of things wrong with the game that the programmers should have caught. One of them is with stick animation. As in games like *ESPN Hockey* and *Gretzky Hockey*, *NHL Face-Off* doesn't show the gradual winding-up for the shot, as it corresponds to the length of time you hold the button down, in the way that EA's games do. In *NHL '96*, as long as you're holding down the shot button, you'll see the stick rising for the shot. This allows you to gauge more accurately the speed and power of your shot Also, it adds oomph. No one likes to see Brett Hull or Cam Neely stopping short to wind up for a screeching slap-shot.

Another problem is with switching players on defense. When you press the square button, you'll switch to the player closest to the puck: standard fare. Unfortunately, if you hit the button again, you won't switch off that character until another player gets closer. This makes it hard to pop back to another player on defense, thus neutralizing your ability to break-up one-timers and push cherry-pickers out of the goalie's face.

Once you've mastered the controls and learned how properly to gauge shot power and deal with the shortcomings, be ready for a serious ride. *NHL Face-Off* will make even the biggest hamma-heads instant fans. The graphics are fantastic and the sound will pull you in. The players move as smoothly as the ice they skate on, the result of some top-notch animating.

On top of this, there is a custom player feature, trades, player cards and ample stats (although more would have been nice). There are the little problems that I've mentioned, but they barely mar what might be the best hockey sim ever.

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PIGSKIN PERFECTION

It's a good time to be a sports fan. It seems that every time you turn around, another tasty game is waiting for you to challenge it. Why, it wasn't three months ago that I was marvelling at how great *Madden '96* was for the Genesis. You could only imagine how cool it was going to be for the PlayStation.

Well, it wasn't more than a month after that, that I discovered *NFL Game Oay*. Given that I have a short attention span (and an even shorter memory), I quickly forgot about EA's opus and focused on this puppy.

What can I tell you? *NFL Game Oay* is a remarkable game that will make players out of all of us. The playing field is totally 3-D and all the players are rendered beautifully. With the graphics capabilities of the PlayStation, new moves and smoother action were achievable, resulting in a football experience like no other.

The playability is almost flawless. On the upside, smarter defense and offense make playing much more of a challenge. Also, your blockers will amaze you. Just the fact that you will notice linemen and cornerbacks cutting off linebackers so your backs can churn forward for more yards is incredible. On the downside, it's way too easy to knock the ball loose from the receiver when he's pulling in a catch. This leads to a high percentage of interceptions and incomplete passes. Herein lies this game's only problem though, so bon apetit.

9

ANOTHER REASON TO HIT THE LINKS

I'm going to make this short and sweet. *PGA Tour Golf* for the 3DO is everything you look for in a golf game. You take 3DO's high graphics and sound capability and add EA quality and boom, you've got the IROC of golf games (wanna bet that'll be the only time in history that analogy gets made?).

While this lacks the speed and visual perfection of the PlayStation version, you won't be mired down at the set-up screen, which was the only thing that hurt the PlayStation game.

This has three golf courses and nine pros you can match up against (or play as). There's a new targeting system and a gaggle of new features that I'm not goin' to get into because I already discussed them in my reviews of this game on other platforms. Just take my word for it and go pick up this game.

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